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# M.A.C.E. JOURNAL

"Devoted Exclusively To The Atari Computer User"



Published by the Michigan Atari Computer Enthusiasts

## FROM YOUR PRESIDENT

Tom Sturza

It is hard to believe that I am already writing my column for the August issue of the Journal. Where did the last year go? It sure went by fast!

As has been the habit of every MACE President for the past 5-6 years, it is time to ask for candidates to run for MACE Officer positions. The annual Officers Election will be held at the September 15, 1987 General Meeting.

We have reprinted the MACE Constitution in this Journal. It contains descriptions of each officer position and voting rules. Please note that officer candidates must be at least 18 years of age.

Concerning the election, I have both good news and not so good news to pass on to our members. First the good news - so far there are at least four members that have indicated that they wish to run for an officer position. I understand that we have candidates for Vice-President, Disk Librarian, Recording Secretary and Journal Editor. The not so good news is that we still need people to run for the other 5 officer positions.

If you are interested in being a MACE officer, please contact any current officer or send a note to the P.O. Box. We will be glad to discuss the position with you and answer any questions you might have!

To paraphrase some famous statements concerning the need for people's help:

"Now is the time for all good men (and women) to come to the aid of their User Group"

and

"Ask not what your User Group can do for you, but instead, ask what you can do for your User Group"

## FROM THE DESK OF YOUR EDITOR

R.Charles Sibthorpe

Well, it would seem that from the responses to my article last month, the General Membership cares about the quality of their Journal. Excellent!! I purposely placed a few typo errors into my article to see just how you felt about **YOUR** monthly magazine. All indicators point to the fact that everybody cares and is concerned that the Editor does his job. I thank you, and the MACE officers thank you.

As promised last month, I have two (2) articles from Gordon Totty in this issue. "A Wife's Letter" is quite humorous and indicative of the traps we can fall into if we let the computer run our lives. Gordon's other article appears on page 11, "News From Other Groups," give us some insight on the activities of various Atari User groups across the nation.

Don Neff, our 8-Bit Disk Librarian, reviews a new Print Shop Label-making disk available from our Public Domain Library. Don also listed some of the disks available from our library.

On page 13, there is a proposed new amendment to the MACE Constitution that will be discussed and voted on at the September General Meeting. Included in this issue is the MACE Constitution for your reference and for public record.

Two months ago there was a MACE Group Purchase offer from Lynkers, Inc.. Because MACE is a recognized User Group, Lynkers, Inc. extended an additional discount of \$5.00. Therefore, each member who bought a Lynkers modem will receive a \$10.00 re-bate check from our Treasurer Burt Gregory at this General Meeting. On page 26 is yet another MACE Group Purchase Offer from OSS. This is an offer you can't refuse!!

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Bring the disk to the monthly General Meeting or send to it to: MACE PO Box 2785, Southfield, Mi. 48037 Attn: Disk Librarian.

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Upload to any MACE BBS or send to the MACE Post Office Box Address. Journal Submissions should include text and program listings on disk and hardcopy. Submissions will be returned if stamped self-addressed mailer is supplied and will be handled with reasonable care. However, publisher assumes no responsibility for return or safety of artwork, photographs, or manuscripts.

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# MACE JOURNAL

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## TELENET LETTER

The following letter is being sent to all PC Pursuit customers. It is reprinted here, since the FCC proposal will affect not only PC Pursuit, but a myriad of other on-line services. If you would like to call the PC Pursuit Net Exchange BBS, but your not a customer you may call (703) 689-3561, 24hrs, ASCII.

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6/29/87

Dear PC Pursuit Customer:

You may be aware of the FCC's recent proposal to impose switched access charges on Telenet and the other enhanced service providers (ESPs). This letter is being sent to all PC Pursuit users to provide some initial information on the new FCC proposal and to answer questions you may have regarding the proposal and its potential impact on PC Pursuit and other computer-based services.

Switched access charges (also called "carrier access charges") were originally devised by the FCC as the interexchange carriers' means of payment for their use of the local exchange dial network in originating and terminating long distance traffic. Now the FCC proposes to extend these access charges to enhanced services such as Telenet's PC Pursuit, as well as to any other computer-based service which has interstate traffic, including database services, electronic mail, computer conferencing, home banking/shopping, timesharing, and videotex.

Based on information now available from the FCC, we estimate that access charges

would add approximately \$4.50 per hour to ESP costs for dial-in access to a remote host computer, and \$7-9 per hour for a service such as PC Pursuit which uses both dial-in and dial-out access on each call. PC Pursuit customers and other computer users would be particularly affected by these access charges. PC Pursuit's current "Flat-rate/unlimited usage" service would have to be repriced on a per usage basis, incorporating the \$7-9 per hour access charge. It is doubtful that the service could survive at this inflated rate.

Telenet and the other enhanced service providers intend to fight the FCC's proposal. You can assist in our effort by letting the FCC and your Congressional representatives know how access charges will adversely affect your ability to reach information and remote BBS systems affordably. The FCC has asked for this input. Please use this opportunity to add your voice to the debate and stop the proposed increase.

Once the FCC's official Notice of Proposed Rulemaking has been published, we will provide more details on the proposal. This information will include addresses and other information for your letters, and the FCC's schedule for receiving comments on the proposal. In the meantime, please address your questions or comments to FCC.ISSUES on PC Pursuit's Net Exchange BBS. PC Pursuit customers can access the Net Exchange using the following sign-on procedures:

BC PURSUIT,YOURID(CR)  
PASSWORD=YOURPASSWORD(CR)

Working together, we defeated a similar proposal which would have applied access charges to PC Pursuit and other enhanced services just three months ago. With the same effort now we can repeat our victory, and protect the important computing resources we enjoy affordably today.

# Flying The ST<sub>ee</sub>

by Allen P. Bargen

commentary on the world of Atari St computers

## New Masthead

First things first - you will have noticed that we have a new masthead for the column, and that the masthead is now copyrighted. Permission to reprint is freely given provided that the the masthead is not changed or deleted in any way.

## New Fonts

Publishing Partner has released several new fonts for their desktop publishing program, in a disk called "Font Factory". This particular font is called TIMES, and offers very nice print readability. Here are some of the others on the disk...

### Avante Garde

This font is also quite readable. Choosing the one you like depends on your printer output as well as your personal taste.

### Calligraphy :

for anyone with a need to do custom certificates, this just may be the font you are looking for.

### Courier :

Typewriter type style is yours with this version called courier.

The opening paragraph by the way is done in "Columbia", a font available for downloading from CIS, or most ST BBS's in your area.

Remember that you will require both the printer driver, and the font driver for the font to work properly. All of the different fonts in this column were done with 9 point sizing by the way, so you can see the difference that font styles make.

Finally, for this topic anyway, the page is printed with an Epson LQ2500 24 pin printer with Laser quality density.

Looking for a challenge? How about setting up a disk full of monochrome clip art for Desktop publishing? Should make a welcome addition to a club library.

### Wouldn't it be nice if ....

Atari actually was ready to release product as soon as it was announced!!! Consider for a moment, the marketing strategy of the industry giant, IBM. Their new series of personal computers was a closely guarded secret ( with many wild and wooly rumors ) until the day it was officially proclaimed. At the same time the announcement was made, it was possible for a prospective purchaser to go out and buy one of the units from selected retailers. Now, that is strategy. IBM is content to let the rumor mills create anticipation while they manufacture and distribute the computers they will deny are even being built.

Well, we all know that Atari just does not have that kind of clout - yet -. For a lot of reasons, they will not change their policy of announcing goods before they are ready for release. What that does of course, is create a LOT of frustration for people clamoring to get their hands on new product. One can't help but wonder just how many ST's have NOT been sold because people are waiting for the Mega machines. The better part of a year has now passed since the announcement was first made about the Mega ST computers, I wonder if Atari would be better served by having product ready to ship on the day of their official announcement. Perhaps future financial successes will allow Atari to re-think it's position of announcing product so very far in advance.

### Has anyone seen my Blitter...?

This is not pick on Atari month, though it might seem like it, but where the heck is my Blitter? Promises promises. promises. The 1040 used to write these articles was among the first produced by Atari. I like it a lot, but I want my Blitter. Another example of poor marketing from Atari.

### Things I would like to see...

Last month, I promised a peek into the warped paths of my I/O ports. Here are a few things I would like to see for the ST.

**The Laser printer :** A laser printer capable of operating on the ST as well as it does on the Macintosh, and having the ability to scan typed pages and reformat them for printing to a disk file in Std ASCII format.

**Voice recognition :** With the release of the Mega ST's (groan), how about a voice input device that will recognize the user's voice patterns, and allow security access to sensitive files, or operate a number of appliances or perhaps allow direct voice to computer programming. The technology is not radical, and as a matter of fact, is here now. This type of interface however is severely restricted by memory allocation. Another good reason to get those Mega ST's out of the labs and into the hands of hackers like us!

### CAD aids like ...

Oh I don't know, maybe a good FAST graphics tablet that will allow interface with DEGAS, or any of the other fine drawing programs out there, as well as the CAD programs. The SUMMA corporation has an excellent one on the market now for the IBM and it works like a charm. How about it SUMMA? This device would really allow developers to get the most from their computers.

**Shucks ...** Just when I was rolling, the page is full. Ah well, off to the worlds of Zanth, where all good programmers retreat between sessions. Have an ATARI day and remember to support your club as best you can. It's all up to you.



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# NEWS, VIEWS AND REVIEWS

By Paul R. Wheeler

I am amazed at the quantity of new programs arriving on the 8bit and the 16bit scenes these days. When MACE and I first started in computers, you didn't get in a year, what now is being introduced each month and the quality is much better than the good ol' days. I have been mainly into the database end of it and am still waiting for a program that will do all that DataPerfect (LJK) can do on the 8bit and with the speed of TrimBase (Michtron) on the 16bit. As yet, I have not found one that can do global updates on a field based on the condition of another field. Also, why can't the date field be adjusted to a

M/YY pattern, which is the way records are kept in clubs, groups, subscriptions and membership records. There are now databases coming from across the pond that will allow the changing of the DATE field from MM/DD/YY to DD/MM/YY or vice versa, but not the MM/YY style. I am in the process of changing over the membership files to the ST from the DataPerfect 8bit, for the speed and capacity it provides but up to now I have not found the one that meets all my requirements. Any and all suggestions from the membership is welcomed and encouraged.

In the recent months, most of the news has been associated with the 16 bit machines but there is quite a lot going on in the 8 bit branch of the family also. One thing that caught my eye was the Atari XF 551 5-1/4-inch disk drive. It is rated 50% faster than the current 1050 drive and supports the true double density as well as

the single and Atari enhanced densities. The XF will come with a new disk operating system, ADOS, which adds such features as time/date-stamping and sub-directories. As usual, Atari announced no firm release date or price, but expressed that the XF 551 would cost roughly the same as the 1050. [Bye-Bye 1050??]. You might ask, why not a 3 1/2-inch drive? Well, Atari approached software publishers with the idea, only one company expressed interest in reissuing its programs on microfloppies. Strange, I have been reading that the 5-1/4-inch floppies were on the way out, in fact, several manufacturers have already ceased making the 5-1/4's in favor of the 3-1/2's and some software publishers are talking of packaging both versions during the transition. True or rumors? Take your choice. One thing I find about the ST versus the 8bit software, is the attitude of the publishers. While the ST has the strong backing of such companies as 'MichTron, Electronic Arts (formerly Batteries Included), TimeWorks, and the like, the 8bit publishers seem to be taking an 'We're doing you a favor...' attitude. Well, the beat goes on.

MACE and the Journal output and the memberships input are directly related to each other. If you can't or don't wish to write an article or review, at least let the officers know what you would like to see written. There are so many categories that without your input it is very hard to know what it is that's

important to **YOU!** Such as word processors, printers, modems, drives, monitors, databases, graphics, music, games, finance, utilities and the list goes on... So, what is it **you** want to hear? Let us know!



At the last ST-SIG meeting, Keith Reynolds of Michtron gave demos on the Revisiter, Goldrunner and Airball. The first is a video digitizer and the others are games. All three are Michtron products. Thanks Keith and hope to see more demos in the future. At the same meeting a demo was given of Make-It-Move, public domain games, and the PC-Ditto by Avante-Garde Systems. The last was demo'd by Fred Kandah courtesy of SoftHouse, and it allows the running of IBM programs on the ST. Hundreds of programs have been certified (ie: Have been tested and proved runnable on the PC-Ditto) and this list includes Lotus 1-2-3, Word Perfect, dBase (all vers.), and Microsoft Word. Which only proves the old adage 'more than one way to skin a cat'. Thanks to the members who given their comments on this page and while they were all favorable, I want to make it perfectly clear.... **All** comments are welcomed.

prw



## -BIT VS. ST WHAT'S ALL THE FUSS?

By Angela Burns

[The following article is a reprint from the June, 1987 issue of the "DAL-ACE" User Group newsletter.]

On ATARIFEST Saturday, I heard an ST owner say to an 8-bit owner that she wouldn't be "smart" until she had purchased an ST. Later that same day, I heard an 8-bit owner remark that the STers just abandoned the old faithful earlier machines, along with their users, as soon as they had a chance.

When are you guys out there going to stop fighting? Is someone going to notice that each machine has its advantages and disadvantages? That owning an XL or XE or even an old 400 doesn't mark the user as hopelessly outdated and even senile? That, by the same token, ST owners are not automatically techno-nerds, with ice in their hearts? GET REAL, PEOPLE!

As the proud, new possessor of a 520ST, I am naturally excited with the expanded memory, the enhanced graphics capability and other neat features of my new "toy". I even get a kick out of the incredibly quiet drive; instead of listening to it grind, I have to watch the light to see if it's really working. I'm in love!

HOWEVER, as the still proud owner of a battle-scarred 800XL, without so much as a memory upgrade, I'm not ready to set it out with the trash next Thursday! There's still a lot of life in the old lady, even if she doesn't look like much any more. We're happy with all our addresses, magazine collections, and disk indexes on "SYNFILE+". There are still things I write with "TEXTPRO", an outstanding public domain word processor (available in our club library). And we just indexed the video tapes last week (on another club disk). Not to mention the zillions of games we've got!

There are some distinct advantages to keeping the old machine after springing for an ST. If my drive goes out, I no longer have to suffer agonizing withdrawal pains while it's away. (By the same token, I don't have to worry so much what the kids are going to do to the XL next. I can live until it gets fixed.) Neither do I have to stare at the same six pieces of software until my library grows; I have plenty of variety in the last two years' worth of software choices. And, perhaps best of all, I can spend as much time as I want on the ST without feeling like a rotten mother for not letting the kids on; they can use the XL.

I don't just think it would be stupid of me to let the XL go; but given today's prices for 8-bit systems, I think many ST owners could do worse than to pick one up while the picking's good! They can be very handy to have around whether you have children or not.

So, let's quit all this silly squabbling, shall we? What we have here is two marvelous examples of modern technology, each superb in its own way. If we must feel snobbish about something, let's pick on the poor you-know-what owners who paid over seven bucks per K! They're in worse shape than any ATARI owner I've ever come across.

### ERRATA

So you accidentally gave two files the same name on the same disk eh? Every time you try to change the name of one, both names change right? Well, MACE is here to help! Type this in and you will be able to change one name at a time:

POKE 3118,0 : X=USR(6047) <RETURN>

\*\*\*\*\*



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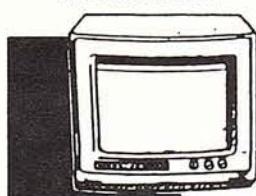
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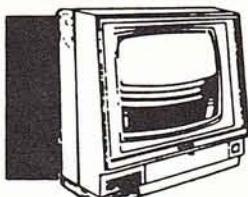
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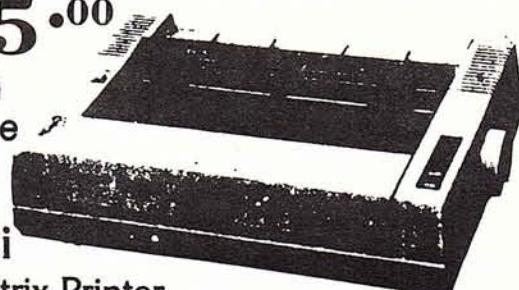
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## NEW 8-BIT PRODUCTS

by Jim Kennedy

These are the product announcements that MACE has received at the PO Box for the Atari 8-bit computers. Please check in the area with our advertisers prior to ordering and tell them where you saw their information.

"MICROMOD Turbobase" (database program)  
Mircomiser Software  
1635-A Holden Avenue  
Orlando, FL 32809  
(305) 857-6014  
\$159.95 (800/XL/XE & one drive)

"MICROMOD Turbobase" is a database management system. Record storage/floppy ranges from 5,000 (SD) to 10,000 (DD) for G/L records. Addresses; 1,500 (SD) to 3,000 (DD). (All three densities supported). Invoices; 700 (SD) to 1,400 (DD). Total capacity for accounting records is unlimited. Word processor with 25K text buffer (49 screens). The features seem almost endless, write for their brochure.

"X-10 Powerhouse" (special interface)  
Terrific Corp.  
17 St. Mary's Court  
Brookline, MA 02146  
(617) 232-2317  
\$119.95 (X-10 Powerhouse) (min. 48K RAM)  
\$49.95 (Interface & software only)

"X-10 Powerhouse" will let you use your Atari 8-bit for controlling lights, appliances and other devices throughout your home. Use it for security, safety and energy savings. Each interface kit includes an "X-10 Powerhouse", a special ATARI interface adapter and the Power Manager software disk. Tell them you're a MACE member!

## NEW ST PRODUCTS

by Jim Kennedy

The following are new product notices that we have received at our PO Box for the Atari ST computers. When communicating with these companies, please let them know that you saw it in the MACE Journal. Also, check our advertisers, you may find they carry it (locally)!

"Font Partner" (font creation program)  
Interactive MicroSystems  
P.O. Box 1188  
Canyon Country, CA 91351-2600  
(805) 298-7357  
\$24.95 (avail. mid August, 1987)

"Font Partner" creates font styles for use by the Publishing Partner (tm) by SoftLogik Corp.. You can create both printer and screen fonts using either a color or monochrome monitor.

"pc-ditto" (IBM - PC Emulator)  
Avant-Garde Systems  
381 Pablo Point Drive  
Jacksonville, FL 32225  
(904) 221-2904  
\$89.95 (520/1040ST)

"pc-ditto" will emulate an IBM PC with monochrome, color, serial and parallel ports (or an XT with optional Atari hard disk). Popular PC programs like; Lotus 1-2-3, IBM DOS (all), Managing Your Money, Multiplan, PC Window, Sidekick, Word Perfect, GEM, Sideways, GW BASIC, dBase (all) and more run using "pc-ditto".

"ST Informer" (newspaper)  
909 NW Starlite Place  
Grants Pass, OR 97526  
\$14.95/12 issues (1 year)

## NEWS FROM OTHER GROUPS

by Gordon Totty

A couple of meetings ago, I walked out with an Atari computer lover's mother lode ... 14 user group newsletters, or journals, and the latest Antic magazine. This assured me of at least four to five pleasurable evenings, reading about my hobby. Summarized below for you is a quick tour of the stuff I found most interesting. Jim Kennedy may be able to loan you any of these journals should you wish a more in-depth look at them.

Let's start with the Portland Atari Club newsletter (April 1987). In the view of Dan Gibson, PAC is dying. His article was rather scary to me, as it sounded a lot like the history of our own beloved MACE, at least from my perspective. His major points, in outline order:

- \* Five years ago, enthusiastic Atari 8-bit users.
- \* Industry downturn.
- \* Commodore and Apple maintain software support.
- \* Introduction of the 130XE and the 520ST. The ST gets software support; the XE gets some, but not much.
- \* PAC divides into ST-ers and 8-bit supporters (notice how I avoided saying 8-bitters ... who is bitter?). Neither cares about the other.
- \* Pac attendance is declining. Lack of volunteers is apparent. Burnout amongst the leaders ...
- \* A group of ST users now has broken away from PAC to form their own group.
- \* In Dan Gibson's view, this group is doomed because it is made up of programmers and application users, another schism!
- \* Economies of scale are lost.

Gibson argues for all Atarians to hang together for the good of each other. He proposes some of each meeting be devoted to each computer model. I agree with him, and we have seen our own officers working to achieve this.

I confess to having fallen a bit into the trap of ignoring the ST folk; in fact, I even commented on it in one of the prior issues. Further reflection has led me to realize the following.

First, I will eventually buy an ST, or one of the newer models. It is just a question of time and money, but I'll be there. For that reason alone, I want to be around the ST folks, ST demos, and ST discussions.

Second, the economies of scale are very important. It is easier on all of us to rent one hall, put out one newsletter, and have one set of officers. Sticking together, we have more clout.

Finally, I have a hobby. For me it is home computing. Not 8-bit home computing. Not Atari home computing. Home computing, in general. In fact, I would be happy if our user group was more general and included IBM users. I think there are computer groups formed this way, with SIGs for brands.

Let's hang together, shall we?

This issue of the PAC newsletter also included a good article on the practice of coldstarting by Wayne Habberstad (of LA-ACE). After explaining the problems with power surges, he gives some good tips.

When warmstarting, i.e. RESET, doesn't do what you need, try this from BASIC: A=USR(58487).

With an XL/XE try BYE followed by RESET when the self test menu appears. Or, POKE 580,1 then hit RESET (my favorite).

Not in BASIC, you can try this from DOS: menu option M, with \$E477 as the address.

Suppose you are in the middle of  
BOOT ERROR  
BOOT ERROR  
BOOT ERROR  
etc.

Hold START down and press RESET. Replace the disk and press RESET again. (This little jewel first tricks the computer into thinking you are going to boot from a cassette. You remember them, I hope.)

Programs on the 130XE ramdisk will be safe unless there is RAMDISK.COM on the boot disk. At this point, however, attempting to go to DOS from BASIC will cause the computer to attempt to load DUP.SYS from Drive 1. Avoid this by POKEing 5439,56, which will cause DUP.SYS to be read from the ramdisk.

Now let's dip into the Puget Sound Atari News (March 1987) for look around. This is a combined newsletter of the KC-Ace, StarBase, BRACE, and SPACE User Groups.

There is a very good tutorial by Mike Fulton on the ST blitter chip. In fact, there are several good technical articles, including putting 256K into a 600XL and another on battery backup for the XL/XE. My favorite, however, was titled Japanese Word Processing by Jiro Shibata, M.D. I'm just not, nor ever expect to be, a "techie". Dr. Shibata explained the difficulties of word processing with an Atari dealing with the three character groups of the Japanese language, Hirakana, Katakana and Kanji. Each Kanji character requires a 16X16 pixel image. The ST handles this a lot easier than the 8-bit line.

It is even more complicated than finding enough memory and speed. The same character may have different pronunciations, and different characters may have the same pronunciation. Of course, we have some of this in English but not to the extent existent in Kanji, apparently. Striking one key on a Japanese keyboard sometimes brings up a selection of ten characters for a choice to be made. This slows down the word processing quite a bit.

The JACG Newsletter (March 1987) from Pine Brook, New Jersey included some very nice text effects, courtesy of Eli Tomlinson. Try this one to fade a screen in:

```
100 POKE 710,0:POKE 709,0:POKE 752,1
110 ?CHR$(125)
120 POSITION 2,2:"HI THERE."
130 FOR L=0 TO 14 STEP 2
140 POKE 709,L
150 FOR T=1 TO 24:NEXT T
160 NEXT L
170 END
```

And here is a routine that will display a text line by expanding the line from the center:

```
100 DIM A$(40),B$(40)
110 ?CHR$(125):POKE 752,1:A$="This
should look really nice."
120 X=20
130 FOR L=1 TO LEN(A$)/2
140 B$=A$(1,L):B$(LEN(B$)+1)=A$(LEN
(A$)-L,LEN(A$))
150 POSITION X-L,10:?B$
160 NEXT L
170 END
```

Eli's last routine displays graphics 2 text on the top of the screen:

```
100 DL=PEEK(560)+PEEK(561)*256:POKE
DL+3,71:POKE DL+6,11:?CHR$(125)
110 POKE 708,14:POSITION 5,0:"HI
THERE."
```

The SLCC Journal (April 1987, San Leandro Computer Club) includes an excellent review of VIP Professional written by Chuck Amaral Jr. This is the single most important program that makes me wish that I had an ST. I hope that I am not disappointed when I finally get there.

In the February 1987 issue of the newsletter of Atari Computer Enthusiasts, New South Wales, (Australia) I noticed a set of seven small programs by Ian Champ that make up a software catalog. The data base has only two fields, dis' number and program name. This issue also included a reprint of nine short BASIC routines written by Jean Rowe and Dale

Bryant (SBACE Gazette, July 1986), and a lengthy biorythm calculator by Stephen Lawrence and Craig Armsworth. The last page, page 53 if you are interested in how large some other newsletters are, reminded me that I was not reading an American publication. On that page was printed a drawing of the Reagans, Ron and Nancy, in the "American Gothic" pose. Mildly amusing, and very good likenesses to boot. What was slightly jarring, however, was the border of bombs. I think we Americans are perfectly willing to make all sort of fun of each other, but we are not as quick as foreigners to characterize ourselves as war-mongers. That said, I'll drop the subject as this is not a political publication.

Two issues of The Australian Gazette published by Melbourne Atari Computer Enthusiasts, MACE if you didn't notice, were made available to me. The humor in these, and there seems always to be some, is offbeat and sometimes a bit strong for our Journal.

My treasure trove was rounded out by two issues of Current Notes, the monthly magazine of WAACE that was mentioned in both the February and May 1987 issues of Antic.

I have run this article on long enough (my editor is breathing down my neck) and so I will stop now. I hope to be able to hang on to the "gazettes" and the "notes" in order to look at them more closely and reprint some of the good stuff for you in the next issue. Meanwhile, hang by your thumbs and write if you get work. (We should have a contest to see who can identify that line!)

(concluded from page 10)

"ST Informer" is a NEW source of news & information for Atari ST owners. So new in fact, that their first issue was June 1987. Issue #2 (July) has 24 pages with news from the Seattle Atari Trek, Neil Harris interview, the new 520STfm, ST's & VAX, reviews, Atari stock split, pictures (from Seattle), New Products, Public Domain (PD) software watch and more.

## PROPOSED AMENDMENTS TO THE M.A.C.E. CONSTITUTION

The following is notification that a vote on proposed amendments to the M.A.C.E. User Group constitution will be discussed and held at the September 21, 1987 General Meeting, prior to the yearly election of M.A.C.E. officers.

Proposed Amendment #1: That all references to "DISK LIBRARIAN" found in the current version of the M.A.C.E. Constitution be changed to read "8-BIT DISK LIBRARIAN". And the duties for this officer be changed to read "... maintaining the 8-bit Public Domain disk library ...".

Proposed Amendment #2: That a new officer position of "16-BIT DISK LIBRARIAN" be established and added to all necessary sections of the current version of the M.A.C.E. Constitution. The description of duties for this officer would be "The 16-bit Disk Librarian shall be responsible for maintaining the 16-bit (ST) Public Domain disk library and related documentation, as well as, copying and distributing library disks. He/she shall sell these disks to M.A.C.E. members ONLY."

\*\*\*\*\*

To have a quiet load for basic programs type in the following before using ENTER ,RUN, or LOAD :

POKE 65,0 <RETURN>

\*\*\*\*\*

The cheapest and most plentiful supply of OKIMATE 10 printer ribbons seems to be Children's Palace. They sell Black or Color ribbons for \$4.49 each. They also stock the special smooth faced paper for thermal transfer printers at \$4.99 for 250 sheets. This paper makes a noticeable improvement in the letter print quality of the OKIMATE printers.

\*\*\*\*\*

# UTILITY PROGRAMS AVAILABLE FROM THE MACE LIBRARY

*** UTILITIES ***			*** UTILITIES ***			*** UTILITIES ***		
DISK	PROGRAM	DESCRIPTION	DISK	PROGRAM	DESCRIPTION	DISK	PROGRAM	DESCRIPTION
U01	ATARI TRANS	TRANSLATOR FROM ATARI	U14	BUILDOZY.BAS	COPY DISKS	U44	STRNGCRE.BAS	STRING CREATOR
U02	DLISTER.BAS	SHOWS BR. DISPLAY LIST	U14	RTCLOCK	REAL-TIME CLOCK	U44	MODEM.BAS	FOR B90 INTERFACE
U02	MIXUTIL.BAS	COPY TAPE TO DISK	U14	MODEM	TERMINAL PROGRAM	U44	MAILLIST.BAS	MAILING LIST
U02	LABELMKR.BAS	AUTOMATIC DISK LABELS	U14	ANTIC PD 011	SUPER UTILITIES #2	U44	LIBRARY.BAS	CATALOG DISKS, MABS, ETC
U02	TEST.BAS	TEST YOUR MONITOR	U14	ANTIC PD 012	SUPER UTILITIES #3	U44	ERRSUB.LST	
U02	BOOTBLD.BAS	ANTIC PD 092	U15	COPIER	SECTOR COPIER	U44	BANNER80.PTR	
U02	NOCLICK.BAS	CREATIVE COMP SEPT, 83	U15	DISKLABL	PRINT DISK LABLES	U44	PRTYVLST.PTR	
U02	TIMECLOK.BAS	REAL-TIME DIGITAL	U15	GTADEMO	DEMONSTRATES STIA CHIP	U44	FILERED.BAS	
U02	DIRPRINT.BAS	PRINTS DISK DIRECTORY	U15	CONVERT.DOS		U44	MEMDUMP.BAS	
U02	DOCTOR.BAS	READ DISK SECTOR DATA	U15	DISASM	DISASSEMBLE ML	U44	GRAPHT.BAS	SAVE MEMORY CONTENTS
U02	HEXDEC.BAS	HEX-DEC INTERCHANBE	U15	MODDOS.DBJ	MODIFY DOS.SYS	U44	PMDA.BAS	MAKE GRAPHS
U02	MSBMAKER.BAS	JUST LIKE BBS DOES IT!	U15	SETUPTR.BAS	SET UP PRINTER	U45	VIDEO EASEL	PLAYER-MISSILE
U02	AUTOMATE.BAS	MAKE YOUR OWN AUTORUN	U15	KEYBOARD.BAS		U46	CIRCUIT.CAD	DRAW PICTS, NEEDS DOC
U02	CREATOR.BAS	LIST AN OBJECT FILE	U15	CBOOTMBR		U46	CDR DOCUMENT	COMBINE CAD INSTRUCTIONS
U02	DIETY.BAS	LIST A SECTOR	U15	MINIATRM	MAKE BOOT TAPES	U47	F.R.E.D.	LOAD DISASSEMBLER
U02	LABELPNT.BAS	MAKE ANY KIND OF LABEL	U15	TINYTEXT	TERMINAL PROGRAM	U48	SHOPPERS.HLP	AUTOMATIC SHOP LIBTS
U02	LIBRARY.DOC	PRINT REQUEST FOR HELP	U15	RS232.ARS	SMALL PRINT ON PRINTER	U49	RAINBOW.DOS	LOADS PICS FROM DOB!
U02	LIBRARY.BAS	EXPLAINS LIBRARY.DOC	U15	DECOTHEX.ASM	RS 232 PROGRAM	U50	GRAPHC.AID	MOTHER HUBBARD'S UTIL
U03	LISTMEM.BAS	LIST MEMORY CONTENTS	U16	SCOPY 1058	DECIMAL TO HEXIDECLAL	U51	BR.8 TEXT	AUSTRALIAN GRAPHIC ED
U03	BESTAUTO.BAS	AUTORUN.SYS MAKER	U17	SYSCHEK.BAS	CHAMBERLIN'S NEW SCOPY	U51	BR.8 TEXT	TEXT/GRAFX, NEEDS DOC
U03	DCHECK2.BAS	DATA DEBUG AID	U17	FILESP.BAS	SIMILAR TO SYSTAT	U52	HIGHLIGHT.BAS	HIGH BASIC PROB. LINES
U03	READFILS.BAS	READ D/L BUFER FILE	U17	DINSER.BAS	SPLIT LONG TEXT FILES	U52	SYNPREPS.LST	SYNFILE UTIL
U03	ALPHDUMP.BAS	LIST MEMORY BY PAGE	U17	ASCII.BAS	LABELS FROM DISK DIR	U52	SYNPRINT.DOC	
U03	MAXIMENU.BAS	MENUPLUS VERSION 5.8	U17	ASCII.DOC	ASCII FILES TO ATACII	U52	ROTPR.T.BAS	ROTATE PRINT ON 1820
U03	BUBET.BAS	BUDGET BY WEEK/MONTH	U17	DIALER.103	EXPLAINS ASCII PROG	U52	FEDTAX85.BC	FEDERAL TAX AID
U03	DISBLCLOCK.BAS	REAL-TIME DIGITAL	U17	BASICLHP.BIN	SEARCHES FOR MODEMS	U52	FID.COM	ATARI'S DISK REPAIR
U03	PTRNNHWR.BAS	PATTERN MAKER	U17	LAP.BAS	ANOTHER LABEL PROGRAM	U52	DISKFIX.COM	PEEK INTO COMP MEMORY
U03	CHKCBAL.BAS	BALANCE YOUR CHECKBOOK	U17	ANTIC PD 071	COMPUTES LOAN PAYMENTS	U52	PEAKSSN.BAS	
U03	POLCOPY.BAS	MULTIPLE COPIER	U18	BOOKKEEPER	PERSONAL FINANCE & EDU	U52	ANGLE	
U03	FONT.BAS	CHARACTER EDITOR	U18	LIFE INSUR	PERSONAL DATA BASE	U52	SECTCOMP	COMPARE DISK SECTORS
U03	PLAYMISL.BAS	PLAYER-MISSLE EDITOR	U18	LEDGER	ANALYZE LIFE INSURANCE	U52	SPELLFIX.BAS	GENERIC SPELL CHECKER
U03	NEWTCLIST.BAS	PRINT FROM DISK FILE	U18	TEACHER'S MS	PERSONAL LEDGER DB	U52	PSHOPSEM.BAS	PRINTSHOP-BEMINI DRIVR
U03	LIBRARY.DOC	REQUEST HELP FROM MACE	U19	ANTIC PD 088	TEACHER'S DATA BASE	U52	PSHOPSEM.COM	SHOW KOALA PICS
U04	ANIC PD 046	EXPLAINS LIBRARY.DOC	U20	ANTIC PD 070	ICON GRAPHICS EDITOR	U53	ARTSHOW.BAS	CREATE PICS
U04	READFILE.BAS	READ D/L BUFFER FILE	U21	ACE #8	130XE HI-REB DESIGNER	U53	FADER.OBJ	SHOW KOALA PICS
U04	REPAIRFILE.OBJ		U21	SALT 2	BEST OF ACE SERIES*	U53	MAGICLAN.BAS	DRAW A SPHERE
U04	WEDGE.DOC		U21	FLAW TEST	MEMORY CHIP TEST	U53	SPHERE.BAS	
U04	DISASMBL.LST	ADD COMMANDS TO BASIC	U21	RPM TEST	TEST FLOPPY DISKS	U53	TRANS.ASM	
U04	BY MARSHALL DUBIN	BY MARSHALL DUBIN	U21	DISKABEL	DRIVE TACHOMETER	U53	FONT.BAS	NEW FONT
U04	DISASMBL.LST	DISASSEMBLE ML	U21	LOCK.RBBIT	DISK LABEL FROM DIR	U53	FRACTA.BAS	FRACITAL PICS
U04	FINBERS.LST	FAST FINGERS	U22	PACEMENU.BAS	SECTOR COPIER	U53	DIBPIX.BAS	DIGITAL PIC UTILITY
U04	XREFUTL.LST	LIST THE VARIABLES	U22	ELECTYP.BAS	FROM PITTSBURGH ACE	U53	MICLOAD.BAS	SHOW MICROPAINTER PICS
U04	TOOLBOX.LST	AUTOMATIC LINE NUMBERS	U22	FNDSPLY.BAS	ELECTRIC TYPEWRITER	U53	CONVERT.BAS	CONVERT PIC. FORMATS
U04	RENUMBER.LST	RENUMBER BASIC LINES	U22	LOADS DIFFERENT FONTS	HAPPY HALLOWEEN	U53	SCREEN.EDIT.BJ	SCREEN EDITOR
U04	TRACE.LST	LOCATE ERROR TRAPS	U22	HPPPYHLWN.BAS	REDEFINE KEYS	U53	WINDOSH.BAS	USE SCREEN WINDOWS
U04	LINEDLT.LST	MASS LINE DELETE	U22	SOFTKEYS.BAS	PICTURE OF 408	U53	PMURGOR.BAS	PLAYER/HIBBLE CURSOR
U05	SYSTAT.SYS	SYSTEM STATUS MONITOR	U22	MULTCOPY.BAS	PICTURE OF 408	U53	ANIMATOR.BAS	MAKE PICS MOVE
U05	BYSTAT.BAS	LOADS BYSTAT.SYS	U22	ATARI480.BAS	AUTOMATIC BASIC LINE #	U54	SEARCHII.BAS	SEARCH FILE FOR DATA
U05	FORMAT.BAS	FORMAT BLANK DISKS	U22	AUTONMBR.BAS	ALTERNATE CURSORS	U54	SEARCHII.LST	
U05	EPSONDNL.B.BIN	PRINTER UTILITY	U22	CURSOR.BAS	HIGH SPEED REPEAT	U54	EDITORII.LST	
U05	SETUPTR.BAS	PRINTER UTILITY	U22	FASTKEY.BAS	JOYSTICK CURSOR CONTRL	U54	DEBINGER.LBL	
U05	PROTECT.BAS	SCRAMBLE BASIC LISTING	U22	JOYCRRSR.BAS	CREATE AUTORUN.SYS	U54	BALLOON.FNT	
U05	RUNTIME.BAS	ON-SCREEN CLOCK	U22	MAKEAUTO.BAS	COLOR ALIGNMENT GEN	U54	BLOCK.FNT	
U05	DISASMBL.BAS	DISASSEMBLE ML	U22	CRALRNT.BIN	LA MACHINE	U55	SPELLER.OBJ	BASIC SPELL CHECKER
U05	EPSONTYP.IST	PRINTER UTILITY	U22	LAMCHINE.BIN	GREAT HOLLAND BASIC	U55	SPMAINT.OBJ	SPELLER DICTIONARY AID
U05	EPSONLNL.B.SHM	ML TO DATA STATEMENTS	U22	TURBI.BASIC	BY WESTERN N.Y.A.U.B.	U55	DB.COM	
U05	AUTOTYPE	CREATE DATA STATEMENTS	U23	TURBI.DOC	PD MICRAINT ARTIST	U55	CASSBLOG.NEC	
U05	XREF.DAT	LIST VARIABLES	U23	ANTIC PD 053	HOMEPAK CUSTOMIZER	U55	CASSBLOG.EPS	
U05	EPSONLIS.TER	PRINTER UTILITY	U23	ANTIC PD 041	PROB DESIGN TOOLS	U55	CASSBLOG.OKI	
U05	RPCHECK.BAS	DRIVE SPEED TACHOMETER	U23	ANTIC PD 048	QDOS 4.8 FOR 1458XL	U56	PS2V1S	
U06	EPSON UTIL	DOZEN EPSON UTILITIES	U23	ANTIC PD 067	WEALTH OF CALCULATIONS	U56	PSBL.PRO	
U07	GRAPHICPRINT	PRINTS GRAPHICS SCREEN	U23	PRINT SHP UT	ARTDOS-LOAD PIX W/DOS	U56	PSBL.EPS	
U08	CODETEST.BAS	MORSE CODE TUTOR	U31	ANTIC PD 054	PRINT SHOP ON STAR/BEM	U56	DOCUMENT.ATN	DOCUMENTS FOR DISK
U08	CALLDUPE	CHECK LBD FOR DUPES	U31	ANTIC PD 055	ACTION! UTILITIES #1	U57	SCREENDUMP 2	WRITTEN IN GERMAN LANG
U08	CONTEST.LGS	RECORD OF CONTACTS	U32	ANTIC PD 055	ACTION! UTILITIES #2	U57	SCREENDUMP 2	KOALA/MICRO ILL. DUMP
U08	EFORMS	ELECTRONIC FORMULAE	U33	DUFAST.BDJ	BACK UP YOUR MACE DISK	U57	SCREENDUMP 2	16 PICS ON THIS DISK
U08	LCOMP	LC VALUE COMPUTER	U33	STICKTST.BAS	TEST YOUR JOYSTICKS	U58	ANALDB.DB	BY WAUB'S DOUG FELDMAN
U08	MINHUF	CALCULATE USABLE FREQS	U33	DUPL2D.BAS	DISK COPIER	U58	ANALDB.DBD	DOCUMENTATION FOR DISK
U08	PAPPS	DESIGN RESISTOR PADS	U33	NEWDUP.SYS	TROUBLE SHOOT	U58	DATA FILES	SEVERAL DB DEMO FILES
U08	RESISTOR	COLOR CODE CONVERTER	U33	DTESTEXE.OBJ	FORMATTER	U59	DECOPS.FNT	NEW FONT FOR EPSN/GEMI
U08	RFCOIL	DESIGN RF COILS	U33	FORMATIX.BAS	TEST DISK FOR DAMAGE	U59	CONVERT.LST	FONT CREATING TOOL
U08	YASICAL	YASICAL ANTENNA DESIGNER	U33	DIRKTEST.BAS	TEST YOUR MONITOR	U59	CUSTOM.BAS	LOAD CUSTOM PRINT FONT
U08	SATLPT	LOCATE THE SATELLITE	U33	EDITOR.BAS	CREATES MACH LANG MENU	U59	COMPUTER.SET	FONTS FOR CUSTOM.BAS
U08	ANTIC PD 064	RADIO & ELECTRONICS	U33	DISCABAS.BAS	CONTROL YOUR MONEY	U59	CALENDAR.BAS	FOR THE STAR/BEM 18
U09	ABSTRNOMY	LOCATE STAR OR PLANET	U33	LMHUMEN.BAS	MAKE BARGRPHS OF DATA	U59	TINYLIST.BAS	APPOINTMENT CALENDAR
U09	HALLEY	COMET CO-ORDINATES	U34	FINANCE.BAS	KEEP TRACK OF MONEY	U59	PLOTTER1.BAS	TINY LISTING ON PRINTR
U09	HURICANE	HURRICANE TRACKER	U34	BARGRAPH.BAS	PRINT CHECK DATA	U59	CG222.BAS	PROGRAM DUMP FOR RS CP
U09	PLNTARUM	PLOT CONSTELLATIONS	U34	BANKBAL.BAS	COMPARE IRA ACCOUNTS	U59	EPSON.D	EPSON DUMP
U09	SOLARSYS	PLANET TRACKER	U34	CHECKPRT.BAS	COMPUTE PAYBACK	U59	FONTDATA.BAS	CREATE MORE PRINT FONTS
U09	ANTIC PD 063	ASTRON & METEOROLOGY	U34	IRA.BAS	COMPUTE SINKING FUND	U59	BSTRAPS.LST	WHAT IS THE ?
U10	DISASMBL.DOC	EXPLAINS DISASMBL.OBJ	U34	PVPERIOD.BAS	PAYBACK RATIO	U59	EPSONDMP.LST	EPSON SCREEN DUMP
U10	DISASMBL.OBJ	6552 ML DISASSEMBLER	U34	SINKFUN.BAS	KEEP TRACK OF IT	U59	CITODHMP.LST	CITODUMP SCREEN DUMP
U10	DOSWIZ.DOC	EXPLAINS DOSWIZ.OBJ	U34	FVINV.BAS	PHONE LIST	U59	KWIKDUMP.BAS	DUMP FOR WHAT PRINTER?
U10	DOSWIZ.OBJ	READ DOC FIRST!	U34	NPV.BAS	TAX HELP	U60	MULTILAB.ELS	MAKE LOTS OF LABELS
U10	CCSMENU1.BIN	NICE MENU	U34	PRATID.BAS	MINI WORD PROC.	U60	ZPLOTTER.BAS	3-D PLOTTER
U10	CCSMENU2.BIN	"	U35	TAXEV3.BAS	DATA BASE	U60	PRINTER1.BAS	PRINTER UTILITIES
U10	CCSMENU3.BIN	"	U35	TEXTEXT2.DAT	CHECK BOOK RECORD	U60	ANALOG.B	ANALOG'S GRAPHICS UTIL
U10	CCSMENU4.BIN	"	U35	DATAPLUS.BAS	HOME FINCE AIDS	U60	TURTLE.BAS	TURTLE PLOT ON 1820
U11	RESCUE.DOC	PART 1 OF DOC	U35	HOMEFINC.BAS	CHART YOUR BIORTHYMS	U60	KALEIDO.TUR	USE WITH TURTLE.BAS
U11	DUD.DOC	PART 2 OF DOC	U35	BUDRTHM.BAS	HOME/PERSONAL BUDGET	U60	BIFTRWAP.NEC	MAKE CUSTOM WRAP PAPER
U11	RESCUE.BIN	READ DOC FIRST!	U35	BUDRTHM.BAS	STORE INFORMATION	U60	ENVELOPE	PRINT ENVELOPES
U11	DUD.BIN	READ DOC FIRST!	U35	CARDFILE.BAS	CREATE A CALENDAR	U60	NECFIX.LST	BET MORE CHARACT/LINE
U11	FASTDUP.DOC	EXPLAINS FASTDUP.BIN	U36	BTRESS.BAS	CALCULATE YOUR STRESS			
U11	FASTDUP.BIN	DISK DUPLICATOR	U36	ICON BHOP	ELECTRICITY BILL			
U12	SHADOW.DOC	EXPLAINS SHADOW.BIN	U36	BRAFHCS.05	CREATE PRINTSHOP ICONS			
U12	SHADOW.BIN	EXPLAINS SHADOW.BIN	U36	COMPILER.BAS	GRAPHICS OPERATING SYS			
U12	CCS.DOC	EXPLAINS FILES BELOW	U36	COMP CANVASS	FDD 1056 DRIVES ONLY			
U12	CCS.COMP.BIN	COMPRESS FILES	U36	CALPRC.BAS	CREATE ART & GRAPHICS			
U12	CCSALB.BIN	EXPAND COMPRESSED FILE	U36	MAILLIST.BAS	PRINT A CALENDAR			
U12	CCBLLD4.BIN		U37	LOGON.BAS	MAILING LIST			
U12	SHADOW.BIN	READ DOC	U37	INSPCT.BAS	PREVENT ACCESS TO COMP			
U12	APPLET.EAT	WORM EATS APPLE LOGO	U37	BIRTHDAY.BAS	PICKS LOTTO NUMBERS			
U12	SCRSBAG	SCROLLING MESSAGE	U37	TELEDIR.BAS	PRINTS BIRTHDAY CARDS			
U12	BIOCHART	BIOCHART.BRAPH	U37	CALENDAR.BAS	TELEPHONE NUMBERS			
U12	CDLDRBK.BB1	PICK COLOR WITH JOYBT	U37	CARDFILE.BIN	PERSONAL CALENDAR			
U12	NEWMCLK.BB1	CLOCK ON SCREEN	U37	HORSPRLY.BAS	KEEP TRACK OF THINBS			
U12	MEMRAHM.DOC	ASSEMBLE HL	U37	INDEX3.BAS	HANDICAP RACES			
U12	ASMBED.BB1	EDIT ME?	U37	DISHMBLR.BAS	KEEP TRACK OF THINGS			
U12	ASMBLDR.BB1	LOAD ASSEMBLER	U37	MEMO.BAS	CREATE NEW FONTS, ETC			
U12	ABM.BB1	ASSEMBLE HL	U37	DISOLVI.BAS	SCALC.BIN			
U12	MICROASH.BB1	ANOTHER ML ASSEMBLER	U37	UNSCRCH.BIN	SCALC.BIN			
U12	LOADOBJ.BB1	LOAD BINARY FILES	U37	CR8.BAS	MEMO.BAS			
U13	ABM.BB1	ANOTHER ASSEMBLER	U37	HIBPDI.BIN	MEMO.BAS			
U13	NUM.OBJ	NUMBER LINES	U37	DATAXFER.BAS	SCREEN DISOLVE			
U13	COLOR.BB1	SELECT COLORS	U37	VREM.LST	COMPRESS DISK FILES			
U13	ANTIC PD 010	SUPER UTILITIES #1	U37	DIRECTRY.BAS	OKIMATE PRINTER DEMO			
U13	BUBLBSORT.ANT	BORT LIST OF DATA	U37	UNSCRCH.BIN	UNDO SCRUNCH			
U14	TYPD.LIS	CHECK ANTIC TYPE-IN	U37	OIIKICD.BAS				
U14	CAESARBC	ROMAN NUMERAL CLOCK	U37	CR8.BAS				
U14	HOMEINVE	HOME INVENTORY LIST	U37	DATAF.				
U14	KEY6CIPH		U37	DISOLVI.BAS				
U14	SYNTAB	COMPARE TWO FILES	U37	DISOLVI.BAS				
U14	SUPER.MEN	NICE MENU	U37	DISOLVI.BAS				
U14	SCRNPRT	SCREEN DUMP ROUTINE	U37	DISOLVI.BAS				
U14	RENUMBER	RENUMBER BASIC LINES	U37	DISOLVI.BAS				
U14	DISKLABL	MAKE DISK LABLES	U37	DISOLVI.BAS				
U14	COMPACT	COMPRESS FILES	U37	DISOLVI.BAS				
U14	SYNTAB	SYSTEM STATUS REPORT	U37	DISOLVI.BAS				
U14	MEMDUMP	SAVE MEMORY CONTENTS	U37	DISOLVI.BAS				

Send order to:

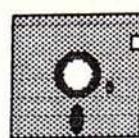
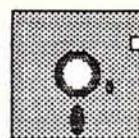
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48037

disks are \$5 each.

Add \$1 for F&H

with each order

# PROGRAMS AVAILABLE FROM THE MACE LIBRARY



## MUSIC

DISK	PROGRAM	DESCRIPTION
M01	HAPPYDAY.BAS	-
M01	BASIC.BAS	JEAN ROWE MUSIC
M01	HARMONIA.UTL	4-VOICE MUSIC UTILIT'
M01	SOAP.BAS	BASIC MUSIC
M01	ENTERTAN.BAS	-
M01	MADGBANY.BAS	-
M01	MYWORLD.BAS	-
M01	STEVIE.BAS	-
M01	LCANDEUR.BAS	-
M01	SONATA.BAS	-
M01	PUFF.BAS	-
M01	STARWARS.BAS	-
M01	CHOPSTIX.BAS	-
M01	FUGUE.BAS	-
M01	BEETST5TH.BAS	CREATE YOUR OWN MUSIC
M01	PIANO.UTL	BASIC MUSIC
M01	MASH.BAS	AMBS MUSIC
M02	STARWAY.AMB	AMBS MUSIC
M02	OPENARMS.AMB	-
M02	STARWARS.AMB	-
M02	LINDS.AMB	-
M02	MACBYVER.AMB	-
M02	BELROZ.AMB	-
M02	FURELISE.AMB	-
M02	HAS.AMB	-
M02	JBOND.AMB	-
M03	AHADUUS.AMB	AMBS MUSIC
M03	YDATHERN.AMB	-
M03	GHOSBUST.AMB	-
M03	BIS.BSFUN.AMB	-
M03	CHEERS.AMB	-
M03	JUMP.AMB	-
M03	SUPERMAN.AMB	-
M03	YELWSUB.AMB	-
M03	YAKSAX.AMB	-
M03	RONDEU.AMB	-
M03	FROLIC.AMB	-
M04	GHSTRIDR	JUKEBOX PLAYER MUSIC
M04	KOSSIMAR	-
M04	HMANTUCH	-
M04	SCENCFIC	-
M04	MCGEE	-
M04	COKESONG	-
M04	BOOGIE2	-
M04	LEADBAND	-
M04	ATIME4UB	-
M04	BIDDENLY	-
M04	THORNBDR	-
M04	EASY	-
M05	FIDFAD	JUKEBOX MUSIC
M05	AIRFON	-
M05	CHARAD	-
M05	FURELI	-
M05	HALEUA	-
M05	THASTTM	-
M05	MIDORF	-
M05	LOL	-
M06	ROBOT	JUKEBOX MUSIC
M06	HARTSDUL	-
M06	BRCKWALL	-
M06	GOODTSHU	-
M06	BOHD	-
M06	MUNSTERS	-
M06	CUEBALLS	-
M06	GLORIA	-
M07	CONDII	JUKEBOX PLAYER MUSIC
M07	BLADTR	-
M07	MALA	-
M07	MINUET	-
M07	MUSICBX	-
M07	JUMP	-
M07	ASKNOQUS	-
M07	FORLUVRS	-
M07	MYFRIEND	-
M07	NEWHART	-
M07	PPANTHER	-
M07	TWO4ROAD	-
M08	YAKSAX	JUKEBOX PLAYER MUSIC
M08	RAIDER	-
M08	ATEAM	-
M08	LINUS	-
M08	CARDKND	-
M08	JOHN	-
M08	MOON3	-
M08	SIXWIVES	-
M09	MOOD	JUKEBOX PLAYER MUSIC
M09	BRICK	-
M09	CLASSIC3	-
M09	INV14	-
M09	WERORLD	-
M09	INVEN15	-
M09	AXELF	-
M09	LONBRD	-
M09	PENNYLINE	-
M10	MICKEY.AMB	AMBS MUSIC
M10	ASKED.AMB	-
M10	NINETOS.AMB	-
M10	SURFUSA.AMB	-
M10	SWEETDRM.AMB	-
M10	MASH.AMB	-
M10	WILDFIRE.AMB	-
M10	COUNTRY.AMB	-
M10	STARWARS.AMB	-
M10	RAIDER.AMB	-
M10	WHBIXTA.AMB	-
M10	ERETEA.AMB	-
M10	CHEERS.AMB	-
M11	BEATIT.AMB	AMBS MUSIC
M11	BAYSBAYSY.AMB	-
M11	BILJEAUN.AMB	-
M11	THRILLER.AMB	-
M11	STONE.AMB	-
M11	THEBOY.AMB	-
M11	JOURNEY.AMB	-
M11	DALLAS.AMB	-
M11	AMERICA.AMB	-
M12	TOCATTA	JUKEBOX PLAYER MUSIC
M12	EYETIBER	-
M12	DUSTWIND	-
M12	MOON	-
M12	CLASSICS	-
M12	QNDPHRTB	-
M12	CABAY	-
M12	BIRLSFUN	JUKEBOX PLAYER MUSIC
M12	BUSTERS	-
M13	JUMP	-
M13	ROXANNE	-
M13	THEWORLD	-
M13	VIRGIN	-
M14	SATIN	JUKEBOX PLAYER MUSIC
M14	BODARAG	-
M14	ATRAIN	-
M14	TAKEFIVE	-

## MUSIC

DISK	PROGRAM	DESCRIPTION
M14	LUSHLIFE	-
M14	FIFTH	-
M14	SUMMER	-
M14	THEMOOD	-
M14	USEDTOBE	-
M14	BIRD	X
M14	RHAPSODY	-
M14	SOUTHERN	-
M14	RAMBLE	-
M15	MOOD.AMS	AMBS MUSIC
M15	BALLONS.AMS	-
M15	AXELF.AMS	-
M15	BEATIT.AMS	-
M15	EYETIBER.AMS	-
M15	LIGHT.AMS	-
M15	STARWARS.AMS	-
M16	STAIRWAY.AMS	AMBS MUSIC
M16	BENNY.AMS	-
M16	VOLARE.AMS	-
M16	MASH.AMS	-
M16	WERTHW.AMS	-
M16	SHOBST.AMS	-
M16	VIEWKILL.AMS	-
M17	GAS	JUKEBOX PLAYER MUSIC
M17	BAYSBY.AMS	-
M17	FLASH.AMS	-
M17	GIRLS.AMS	-
M17	YESTDY.AMS	-
M18	PNKPAINTH.AMS	AMBS MUSIC
M18	CAKE.AMS	-
M18	WHITM64.AMS	-
M18	USTEDB.AMS	-
M18	BATTLE.AMS	-
M18	CAROLS.AMS	-
M19	LIBERT.AMS	AMBS MUSIC
M19	MNSTRS.AMS	-
M19	CLOSE.AMS	-
M19	PERRY.AMS	-
M19	NEWYOR.AMS	-
M19	SEALOV.AMS	-
M20	MYLOVE.AMS	-
M20	HARVB.T.AMS	-
M20	RAPBLU.AMS	-
M20	RHYTHM.AMS	-
M21	JSTWAY.AMS	AMBS MUSIC
M21	CHEERS.AMS	-
M21	TREK.AMS	-
M21	HAWAII.AMS	-
M21	RUDLPH.AMS	-
M22	BBMBTAR.AMS	AMBS MUSIC
M22	LETITB.AMS	-
M22	RIBBY.AMS	-
M22	THIRLR.AMS	-
M22	NINE25.AMS	-
M22	LAUGHN.AMS	-
M23	DRUMS.BAS	DRUM SYNTHESIZER
M23	BASS.BAS	BASS SYNTHESIZER
M23	MSYNTH.DBJ	WHAT IS THIS?
M23	SOUNDS.BAS	OUND DEMO
M23	BANJO.BAS	BANJO SYNTHESIZER
M23	MUSICIAN.BAS	WRITE MUSIC
M23	GUITAR.BAS	GUITAR CHORD POSITIONS
M23	MUSIC1	MUSIC THEORY PART 1
M23	MUSIC2	MUSIC THEORY PART 2
M23	MUSIC3	MUSIC THEORY PART 3
M24	PAPER	PAPERBACK WRITER
M24	SHELOVES	SHE LOVES YOU
M24	ELEANOR	ELEANOR RIBSBY
M24	LUCYNSKY	LUCY IN THE SKY
M24	LOVEMEDO	LOVE ME DO
M24	NOWHERE	NO WHERE MAN
M24	HOLDHAND	HOLD IT HOLD YOUR HAND
M24	WESTERDA	YESTERDAY
M24	WOOD	NORMEGIAN WOOD
M25	STRNLIFE.MCC	16-BIT SOUND FOR 8-BIT
M25	SUNFLWR.MCC	-
M25	EUGENIA.MCC	-
M25	WALLST.MCC	-
M25	ALABAMA.MCC	-
M25	CNTRYCLB.MCC	-
M25	FISLEAF.MCC	-
M25	MAPLE.MCC	-
M25	MCCPLAY.DBJ	16-BIT PLAYER FOR XL/E
M25	OUND16.BAS	16-BIT DEMO
M25	MAGIC.BAS	JEAN ROWE MUSIC
M25	CHAINBNB	CHAIN BAND PRETENDERS
M25	REDBALLO	RED BALLOON
M25	ROXANNE	ROXANNE
M25	WHOCANIT	WHO CAN IT BE
M25	AMERICPIE	AMERICAN PIE D.MCLEAN
M26	POOTYHNS	I LIKE DREAMING
M26	DREAMNG	FROM THE LAND DOWNUND
M27	ICECASTL	ICE CASTLE
M27	FANTASY2	FANTASY
M27	MANODANC	YOUR MOMMA DON'T DANCE
M27	STINB	MOVIE THEME SONG
M27	HILLST	HILL STREET BLUES
M27	HERE	HERE, THERE, EVERYMR
M27	KNIGHT	TV PROGRAM THEME SONG
M28	LETITB	LET IT BE BEATLES
M28	MAJORTOM	MAJOR TOM
M28	GOODVIB	GOOD VIBRATIONS
M28	SUPERMAN	SUPERMAN THEME
M28	TWBTFATE	TWIST OF FATE
M28	ALLEYCAT	ALLEY CAT
M28	AQUARIUS	AQUARIUS FROM HAIR
M28	BOND807	JAMES BOND THEME
M28	YOHSHERY	-
M28	TLBLTB8	TWILIGHT SONGS
M28	SONG DEMO 1	28 SONGS FROM GERMANY
M28	GIRL.AMS	AS GIRL BY BEATLES
M28	HEYJUDE.AMS	HEY JUDE BY BEATLES
M28	SIXTY4.AMS	WHEN I'M SIXTY FOUR
M28	LETITB.AMS	LET IT BE BY BEATLES
M28	WORKIT.AMS	WE CAN WORK IT OUT
M28	IMAGINE.AMS	IMAGINE BY JOHN LENNON
M28	MABBIE.AMS	MABBIE MAY BY BEATLES
M28	THEBOY.AMS	THE BOY
M28	ALLINEED.AMS	ALL I NEED IS YOU
M28	BILTCITY.AMS	I BUILT THE CITY

## EDUCATIONAL

DISK	PROGRAM	DESCRIPTION
E01	README.BAS	DESCRIBES THESE FILES SEE README.BAS
E01	PREMATH.BAS	-
E01	COUNT.BAS	-
E01	UFUNFBAS	-
E01	ABCTRAIN.BAS	-
E01	ODDMAN.BAS	-
E01	OLDMAC.BAS	-
E01	SIMON.BAS	-
E02	README.BAS	EXPLAINS THESE FILES SEE README.BAS
E02	ALPHBLST.BAS	-
E02	NUMBERS.BAS	-
E02	PLAYBACK.BAS	-
E02	WRITER.BAS	-
E02	COUNTING.BAS	-
E02	MATCHUP.BAS	-
E02	ADDITION.BAS	-
E02	COLTYPE.BAS	-
E02	CHANGE.BAS	-
E02	ALPHABET.BAS	-
E02	ADDIT.BAS	-
E02	ANIMATH.BAS	-
E02	STATES.BAS	-
E02	MATHFUN.BAS	-
E02	KEYPANIC.BAS	-
E02	MULTIPLY.BAS	-
E02	FUNCTION.BAS	-
E02	LIGHT.BAS	-
E02	STARS.BAS	-
E04	README.BAS	EXPLAINS THESE FILES SEE README .BAS
E04	MATHFUN.BAS	-
E04	SCIZQUIZ.BAS	-
E04	FLABS.BAS	-
E04	SUBTRACT.BAS	-
E04	MULTMATH.BAS	-
E04	TYING.BAS	-
E04	BEQUIZ.BAS	-
E04	ZAHCON.BAS	-
E04	ARITHTRX.BAS	-
E04	CHORDPGM.BAS	-
E04	SPELLING.BAS	-
E04	COLORMIX.BAS	-
E04	WORDADV.BAS	-
E05	README.BAS	EXPLAINS THESE FILES SEE README.BAS
E05	LEMNADE.BAS	-
E05	MATHMAB.BAS	-
E05	SIMON2.BAS	-
E05	TESTER.BAS	-
E05	MATHER.BAS	-
E05	SPEDER.BAS	-
E05	TRIVIA.BAS	-
E05	BUSSNIN.BAS	-
E06	README.BAS	EXPLAINS THESE FILES SEE README.BAS
E06	WORLDCAF.BAS	-
E06	MORSE.BAS	-
E06	MEMORY.BAS	-
E06	MULTIPLY.BAS	-
E06	MATHROUT.BAS	-
E06	FIRSTAID.BAS	-
E06	ROMANS.BAS	-
E07	CPR TUTOR	ATARI CPR TRAINING
E08	README.BAS	EXPLAINS THIS DISK
E08	SINEWAVE.BAS	PILOTS SINE FORMULAE
E08	FANROSE.BAS	GEOMETRIC PLOTS
E08	STATECAP.BAS	TEACH/QUIZ STATE CAPS
E08	HANMBAN.BAS	LEARN SPELLING
E09	BOURREAU.BAS	GEOMETRY.PRACTICE
E09	GRAPHICS.BAS	GRAPH FUNCTIONS
E09	QUIZ.BAS	TEST YOUR KNOWLEDGE
E09	ADDING.BAS	BASIC MATH EXERCISE
E09	README.BAS	EXPLAINING THIS DISK
E09	FREBBIE.BAS	PRACTICE FRENCH
E09	AMERICAB.BAS	LEARN ABOUT NA CA, SA
E09	SCRAMBLB.BAS	UNSCRAMBLE WORDS
E09	GEOPHY.BAS	WORLD FACTS
E09	MLTBINB.BAS	MULTIPULATION GAME
E09	CHALENBE.BAS	-
E09	MATHQUIZ.BAS	MATH SKILL TEST
E10	README.BAS	EXPLAINS THIS DISK
E10	HANQDOUT.BAS	LEARN THE ANIMALS
E10	SPELQUOTE.BAS	LEARN FAMOUS QUOTES
E10	SPELLBEE.BAS	SPELLING EXERCISE
E10	STATES.BAS	LEARN STATE FACTS
E10	METRICS.BAS	METRIC SYSTEM CONVERS
E10	SUPRLETR.BAS	-
E10	BABELS.BAS	-
E10	TRAP.BAS	-
E10	MATHQUIZ.BAS	GUESS THE NUMBER SEQ
E10	DIVISION.BAS	MATH SKILL TEST
E11	BIORYTHM.BAS	DIVISION SKILL TEST
E11	NATION FLAG	PLAY YOUR BIORYTHM
E11	NATION FLAG	FROM MACE OF AUSTRALIA
E12	WORDMASTER	LEARN OTHER COUNTRIES
E12	WORDMASTER	INCREASE YOUR VOCAB
E13	SPELTEST.SYS	-
E13	TEACHER.SYS	-
E14	INFOBASE.B	-
E14	INFOBASE	-
E14	LETTER	-

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881	SYNTRON.BIN	BINARY GAME	GAME	829	VINTAGE 83	EARLY ATARI GAMES	GAMES
881	COSMIC.OBJ	-	GAME	829	LEYTE.II	FAMOUS SEA BATTLE	GAME
881	avalanch.obj	-	GAME	829	MOONSURV.1AL	SURVIVE BY YOUR WITS	GAME
881	LIBRARY.DOC	PRINT REQUEST FOR HELP	UTIL	829	MUNCHERS.OCT	-	GAME
881	HOCKEY.OBJ	BINARY GAME	GAME	829	HATCHES.BAB	-	GAME
881	BKI.OBJ	-	GAME	829	MOBSTERS.BAB	-	GAME
881	CIRCUIT.OBJ	-	GAME	829	MAILMAN.BAB	-	GAME
881	DMBIRDS.OBJ	-	GAME	829	PINBALL.BAB	-	GAME
881	BEAMATRN.OBJ	-	GAME	829	HABIC.BAB	-	GAME
881	HARVY.OBJ	-	GAME	829	PAINTDUE.BAB	SPRAY PAINT BATTLE	GAME
881	POKEB.DJB	-	GAME	829	PRICE.DAS	THE PRICE IS RIGHT	GAME
881	HIRESE.DJB	-	GAME	838	VINTAGE 84	EARLY ATARI GAMES	GAMES
881	TRICK.DJB	-	GAME	838	PINBALL.BAB	-	GAME
881	ANDROTEN.OBJ	-	GAME	838	SOUPMAN.BAB	SEARCH FOR VILLAINS	GAME
881	LIBRARY.BAS	EXPLAINS LIBRARY.DOC	README	838	STARMERC.BAB	INTERPLANETARY TRADER	GAME
882	RTRDFIRE.OBJ	BINARY GAME	GAME	838	SPACIUS.BAB	-	GAME
882	MANIAC.OBJ	-	GAME	838	STARDESTR.BAB	STAR DESTROYER	GAME
882	RAINSTRM.OBJ	-	GAME	838	SUPSLOTS.BAB	SUPER SLOTS	GAME
882	CRASHDIV.OBJ	-	GAME	838	SUPRCUBE.2	SUPER CUBE	GAME
882	FIREBUGS.OBJ	-	GAME	838	SLIDE.BAB	-	GAME
882	POPCORN.OBJ	-	GAME	831	VINTAGE 85	EARLY ATARI GAMES	GAMES
882	LAZRTYP.OBJ	BINARY GAME	GAME	831	SIMON.BAB	-	GAME
882	ELEVATOR.OBJ	-	GAME	831	TREASURE.BAB	SEARCH FOR TREASURE	GAME
882	CENTIPE.DJB	-	GAME	831	TREDMAZE.BAB	-	GAME
882	WARRIOR.BIN	-	GAME	831	RRDUL.BAB	RUSSIAN ROULETTE	GAME
882	RODO.OBJ	-	GAME	831	SNOWBIRD.BAB	SNOW BIRD	GAME
882	LIBRARY.DOC	PRINT REQUEST FOR HELP	UTIL	831	SABOTAGE.BAB	-	GAME
882	LIBRARY.BAS	EXPLAINS LIBRARY.DOC	README	832	CRASH	SPACE LANDER	GAME
883	SPEEDSKI	JOYSTICK SKIER	GAME	832	BRIDGE	BUILD A BRIDGE	GAME
883	MAZEWAR	BATTLE IN THE MAZE	GAME	832	MUNCH	EAT TO ENEMY	GAME
883	LABERTYPE	GAME TO IMPROVE TYPING	GAME	832	KIDNAPED	TRY TO ESCAPE	GAME
883	HOCKEY	AIR HOCKEY - NICE	GAME	832	SWARM	THE BUGS ARE COMING	GAME
883	INCOMING	ENEMY PATROOPERS	GAME	832	BLACKAM.BAB	BACKBAMMON GAME	GAME
883	AVALANCH	AVOID BOULDERS	GAME	832	BLACKD.BAB	BLACK BIRD GAME	GAME
883	FILBERTUP	SIMILAR TO QIX	GAME	832	SPINNU	STAR VAULT ACE MENU	UTIL
883	FRDBBIE	IMITATION FROBBER	GAME	833	HIDMAZE.BAB	HIDDEN MAZE GAME	GAME
883	ALIEN	ALIEN SPACE SHIPS	GAME	833	DEFEND.COM	DEFEND US FROM ATTACK	GAME
883	ELECTRO	SHOOT-EM-UP GAME	GAME	833	RUMSHOOT..BAS	SHOOT ON THE RUN	GAME
883	SHOOT	SHOOT A CANNON	GAME	833	POKERBOL.COM	POKER FOR ONE PLAYER	GAME
883	ROAD	ONE FOR THE ROAD(TEXT)	GAME	833	REQSUS.COM	RESCUE MISSION IN SUB	GAME
883	DEFEND	EASY GAME	GAME	834	ESCAPE	ESCAPE FROM CAPTORS	GAME
883	LIFE	FROM SCIENTIFIC AMER.	GAME	834	PWRSTAR.COM	SALATIC DEFENSE	GAME
883	BLAST	MORE ALIEN SHIPS	GAME	834	PERCENT	POWER STAR DEMO	GAME
883	TRON	LIGHT CYCLE CONTEST	GAME	834	BOWLING.RUN	GUESS PERCENT ON LINE	GAME
883	CHISELER	REQUIRES PADDLES	GAME	834	BLOTMACH.BAB	BOWLING LANES	GAME
884	CHARLIE.BAS	GOODBYE CHARLIE!	GAME	835	BAMES #3	PLAY THE BLD MACHINE	GAME
884	BOXIN.BAS	ENCLOSE OPPONENT	GAME	835	OLYMPICGAMES	GAMES FROM GERMANY	GAMES
884	VALIANT.BAS	MAZE ADVENTURE	GAME	836	BAMES #8	WARNING: ALL IN BERNAN	GAMES
884	MAZEMOVE.BAS	ANOTHER MAZE TO BEAT	GAME	836	SCHATZ	GAMES FROM GERMANY	GAMES
884	FOOTBALL.BAS	FOOTBALL GAME	GAME	836	CHARLY	GET TREASURE FROM MINE	GAME
884	FIFTEEN.BAS	THE OLD POCKET GAME	GAME	836	BANK	ESCAPE FROM BRAVE YARD	GAME
884	NORD2.BAS	WARGAME TYPE HACKING	GAME	836	MORTJABD	COMPUTER MUSIC	MUSIC
884	TANK.BAS	CUTE DEMO	DEMO	836	BIFFDROP	WORD-FINDER PUZZLES	GAME
885	OTHELLO.BAS	REVERSI	GAME	836	TELL	SHOOT LIKE WILLIAM TEL	GAME
885	OILBANE.BAS	"WILDCAT" DRILLING	GAME	836	ANDOCK	7 ? ? ?	GAME
885	ROKBLIDE.BAS	FROM ANTIC MAGAZINE	GAME	837	GAMES #9	GAMES FROM GERMANY	GAMES
885	YAHTZEE.BAS	THE OLD DICE GAME	GAME	837	CAVERL18	WON'T RUN, NEEDS WORK	GAME
885	SNOWBIRD.BAS	CATCH BIRDS	GAME	837	MAGIC	TRAVEL THROUSH A MAZE	GAME
885	TT3D.BAS	3-DIMENS TIC-TAC-TOE	GAME	837	LASER	DON T TOUCH WALLS	GAME
885	KNTBATTL.BAS	KNIGHTS HAD CANNON?	GAME	837	STRAUSS	ROOSTER AFTER YOUR HEN	GAME
886	LABYRINTH	FAST ACTION MAZE	GAME	837	ROSETT	ALL IN GERMAN	GAME
887	BAMBLER.BAS	BRING YOUR PAYCHECK	GAME	837	HAIRBALLOON	LIKE BALLOON ACY	GAME
887	ZOKKE.BAS	BE BURT REYNOLDS	GAME	838	LOST IN ANTA	CATCH AIR-DROP SUPPLYS	GAME
887	BOB RUSH	TEXT ADVENTURE	GAME	838	BAMES #18	GAMES FROM GERMANY	GAMES
888	ALASKA&ADV	TEXT ADVENTURE	GAME	838	BOLDENCE.LER	MULTI-LEVEL CELLAR	GAME
888	THE DUNGEON	TEXT ADVENTURE	GAME	838	TREBUREN.UNT	MULTI-LEVEL MAZE	GAME
888	DARTS.BAS	CLASSIC GAME OF DARTS	GAME	838	JUMPBOSH.T	MULTI-LEVEL MAZE	GAME
888	CRPYCVRN.BAS	CREepy CAVERNS	GAME	838	BOSHTRUM.TER	SIMILAR TO PAC-MAN	GAME
888	KNIGHTS.BAS	NICE DISNEY POOR GAME	GAME	838	DIAMONDS	AVOID SMILEY-FACES	GAME
888	MONOPOLY I	THE CLASSIC BOARD GAME	GAME	838	TRETER	STRANGE!	???
888	TEXT.GAMES	EASY YOUNGSTER GAMES	GAME	839	BAMES #11	GAMES FROM GERMANY	GAMES
888	CREDITS.DOC	THANKS TO ELECTR ARTS:	DOC	839	VULKAN.BAS	WON'T RUN, NEEDS WORK	GAME
888	FLASH.OBJ	BY PINBALL CONSTRUCT	GAME	839	NOSEJACK.BAS	MULTI-LEVEL MAZE	GAME
888	CANUCK.OBJ	BY PINBALL CONSTRUCT	GAME	839	MAEDCHEN.BAS	ALL IN GERMAN LANGUAGE	GAME
888	DUNBEON.BAS	ESCAPE FROM THE DUNON	GAME	839	RATEZAHL.BAS	ALL IN GERMAN LANGUAGE	GAME
888	HOUSE1	GIANT MOUSE	GAME	839	KALENDER.BAS	PRINT GERMAN CALENDAR	GAME
888	QUEST	ROLE PLAY IN TEXT ADV.	GAME	839	TRIDENT.BAS	INTERCEPT INCOMING MIS	GAME
888	DRABLORD.BAS	-	GAME	840	BAMES #12	GAMES FROM GERMANY	GAMES
888	QUEST.DOC	-	GAME	840	KERZENH.BAS	AVOID THE BALL	GAME
888	SUB.BAS	COMMAND A SUBMARINE	GAME	840	KANPUS.BAS	ALL IN GERMAN LANGUAGE	GAME
888	SKULL.BAS	AN OLD ANTIC ORIGINAL	GAME	840	XORD.BAS	X or O, TIC-TAC-TOE	GAME
888	SIDE 01	WHEEL OF FORTUNE GAME	GAME	840	JACKPOT.BAS	PLAY GERMAN BLOTMACHIN	GAME
888	SIDE 02	W o F PUZZLE CREATOR	UTIL	840	MEMORIL.BAS	HATCH HIDDEN LETTERS	GAME
888	PYRAMID	BENEATH THE PYRAMID	GAME	841	BAMES #13	GAMES FROM GERMANY	GAMES
888	MONOPOLY II	A GRAPHIC ADVENTURE	GAME	841	DILPANIC.BAS	CATCH OIL DROPS	GAME
888	XAGON	NOT LIKE MACE DISK 813	GAME	841	INVASION.BAS	EASY SHOOT-EM-UP	GAME
888	OUTERSPA.CE	FROM MACE OF AUSTRALIA	GAME	841	RODELN.BAS	ALL IN GERMAN LANGUAGE	GAME
888	HEARTS	-	GAME	841	PRINCESS.BAS	WON T RUN, NEEDS WORK	GAME
888	BADTAGE.BAS	-	GAME	841	SNAKES.BAS	WON T RUN, NEEDS WORK	GAME
888	CAVEKING.BAS	-	GAME	841	NUCLEAR.BAS	ALL IN GERMAN LANGUAGE	GAME
888	REBOND.BAS	-	GAME	841	56EWINNT.BAS	WONT LOAD AND RUN	GAME
888	SACELAN.DER	-	GAME	841	RUGROUL.BAS	RUSSIAN ROULETTE	GAME
888	CLOWNS	-	GAME	842	BAMES #14	GAMES FROM GERMANY	GAME
888	EPSILON	-	GAME	842	MRPAC.BAS	VERY EASY PAC-MAN	GAME
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888	KINGKONG	-	GAME	842	ASTRO.BAS	SHOOT THE MOTHER SHIP	GAME
888	TAKES	RESEMBLES REVERSI	GAME	842	SKEET.BAS	SKEET SHOOT, POOR GAME	GAME
888	ATARIBIE.BE	-	GAME	842	MISSION.BAS	FLY CHOPPER IN CAVERNS	GAME
888	DAIRY	-	GAME	843	BAMES #15	GAMES FROM GERMANY	GAMES
888	STUDPOKE.BAS	-	GAME	843	LADY3D.BAS	NICE 3-D MAZE	GAME
888	CONVOY.BAS	SHIPS AT SEA	GAME	843	XOTHAB.BAS	DUNDEONS OF XOTHAB	GAME
888	LAZER.BAS	-	GAME	843	ROLLERS.BAS	ROLLER BALL II	GAME
888	BUMPER	-	GAME	843	ACY.BAS	BALLOON-ACY	GAME
888	GOLF	-	GAME	844	CATS.BAS	HIT THE ALLEY CATS	GAME
888	SPACE DISK	FROM ST. PAUL ACE	GAME	844	BADBTAGE	BLAST-EM GAME	GAME
888	SMUSH.EXE	-	GAME	844	DIRTY	DIRTY OF PAINT SPRAYS	GAME
888	FRDBBIE.EXE	-	GAME	844	DIEVIER	ELABORATE TIC-TAC-TOE	GAME
888	CHOMPER.EXE	-	GAME	844	DILGAME	GERMAN OIL GAME	GAME
888	ROUNDUP.EXE	-	GAME	844	BUNKID	WILD WEST BUN PLAY	GAME
888	XEVIOUS.EXE	-	GAME	844	MEMORY	MATCH THE COLOR/SOUND	GAME
888	NORDIC.EXE	-	GAME	844	MOTORRAD	SIMILAR TO LIGHT CYCLE	GAME
888	VINTAGE 81	EARLY ATARI GAMES	GAME	844	PANIK	TOUCH TYPING PRACTICE	GAME
888	ALPHA.BAS	-	GAME	844	TICTAC	TIC-TAC-TOE	GAME
888	ALIENATT.ACK	-	GAME	844	ZUG	? ? ? ?	GAME
888	ALIENBAR.ACE	-	GAME	844	BAMES #3	GAMES FROM GERMANY	GAMES
888	ALIENCAP.TUR	-	GAME	845	WORDS R FUN	ANTIC'S WORDS ARE FUN	GAME
888	BATS.BAS	-	GAME	845	WORDS DOC	INSTRUCTIONS FOR GAME	README
888	POWER.BAS	-	GAME	845	WORDS BAMES	13 DIFFERENT GAMES	GAME
888	BLASTER.BAS	-	GAME	846	PINBALL	FROM OUR MABIC FRIENDS	GAME
888	CRAPS.BAS	CARD GAME	GAME	846	PINBALL #1	MAGIC PINBALL	GAME
888	CUBE.BAS	-	GAME	846	PINBALL #2	MISSLE BLASTER XE	GAME
888	COMBAT.BAS	-	GAME	847	TRIVIA BAMES	CARS, MUSIC, MOVIES, ETC.	GAME
888	CARDS.BAS	-	GAME				
888	VINTAGE #2	EARLY ATARI GAMES	GAME				
888	DDCREATR.BAS	DUNGEON & DRAGONS UTIL	GAME				
888	DOBITE.BAS	HASTY MUTT	GAME				
888	DETECTIV.E	SOLVE IT	GAME				
888	DICEROLL.BAS	ROLLING BONES	GAME				
888	ENEMY.BAS	-	GAME				
888	FIVESTUD.BAS	POKER	GAME				
888	FALCON.BAS	-	GAME				
888	HATWRINKS.BAS	WIN THE PRES. ELECTION	GAME				

## A MODEST PROPOSAL FOR IMPROVING MACE MEETINGS

By Ted Newkumet

In the June issue of the M.A.C.E. JOURNAL, an article by Jim Samples offered suggestions on ways of improving MACE Membership. I would like to offer a few comments that I have on the subject. I hope my forwardness does not offend anyone, in that it is not my intent to do so.

I am new to MACE. In fact I just joined during the April meeting. So far my only contribution has been bringing my wife to the Birthday Meeting (she's the one who cut the cake). Anyway, here I go.

1) Make the price paid for the one day passes applicable to the price of a full membership. If during the first meeting the pass holder would get credited the full \$2.00, thereafter (s)he could get a dollar off each ticket (s)he holds up to \$10.00(?) .

2) Put 50% off passes in each M.A.C.E. JOURNAL. If someone is interested enough to buy the magazine, they're likely to at least think of joining MACE.

3) Issue a limited number of free guest passes to active MACE members. The limit could be something like one per meeting up to four times a year. That way, if I meet a new ATARI user, perhaps someone thinking of purchasing an ATARI or maybe an ATARIan from out-of-state, I'll be free to invite them to the next MACE meeting.

4) Audience participation. I know this is hard to do, but there should be more opportunities for the audience to be participants. No offense intended, but there are very few people who can talk for 20 minutes and still be interesting. Pull a few names at random to help with the software demos (and receive a free MACE disk). Invite more "Questions & Answers." If nothing else, take votes. I think one of the things that caused the

Birthday Meeting to be a success was that the audience was able to play a part in terms of the prize drawing. We laughed. We joked. We responded!

5) Don't forget the New User!! It was sad to see someone walkout of the April meeting feeling cheated and disappointed because he was hoping to find help using his ATARI, only to find out that there was none offered. I know it's hard, if not totally boring, to go over IF/THEN statements, but MACE's biggest potential for drawing new members is in providing a way for people to learn programming above the level found in the books. Maybe we should encourage people to bring in print-outs of programs that they are trying to write and have a Debugging Roundtable?

6) Make fun the A1 objective. If most of us wanted to work hard we would be trying to make mega-bucks designing mega-byte programs for IBM etc. ATARI users are people who enjoy using computers. The ATARI 8-bit can be so simple that it can be made to jump hoops minutes after taking it out of the box (under \$150.00). With practice, it even calculates flight paths to the moon. If the meetings become too much of a drag on those that are running them, then maybe it is time to stop.

Anyway, I hope that some of this stuff is of use to you. No matter what, I intend to make myself available (as best I can) to help keep MACE a strong force for ATARI Users, both 8 & 16-bit, because ATARIs are still the best PCs on the market. Let's keep it that way!

[Editor's Note: Well MACE members, what do you think? Why not write a brief article for the Journal or ask to present your views at a General Meeting. Ted is absolutely correct! More members need to get involved if MACE is going to continue as one of the premier User Groups in the nation.]

## SUMMER C.E.S.

by Henry Jennings

I have just returned from the 1987 Summer Consumer Electronic Show in Chicago. The show was held in the McCormick Place, which is like Cobo Hall in Detroit but about three times larger. There were many new electronic products for the consumer on display, but I will try to control my excitement and just write about the new things from Atari.

Displayed at the Atari booth were new computer products and new computer hardware. First, the hardware.

### NEW DISK DRIVE

Atari has a new disk drive for the 8-bit computer. It is a double density, double sided drive (about 360K bytes), and is physically slightly smaller than the 1050 drive. The new drive will be labeled SF551. Like the 1050, it has a single front panel light to indicate it's busy.

The Atari representative at the booth pointed out that the new SF551 drive will run about 3-1/2 times faster than the 1050 drive and have a price in the same range. The SF551 will be completely compatible with the format used on the 1050, that is, it will readily read and write 1050 files. Of course this requires a new DOS. ADDOS to be exact. I would guess that's short for "Atari DOS". This new drive is expected to be available this fall (I hope it is not vapor-ware)!

I believe this new drive will open the Atari community to a whole host of new software. The higher capacity drives will just about eliminate the need for flipping or swapping disks for large programs. This new drive should also help the third-party software developers, in that, much larger programs can be distributed on just one disk rather than two or three disks as it is currently done. I have to believe that the

outdated low capacity drives previously supported by Atari has been one of our biggest problems. For this giant step forward, I say Hooray! ... and what took you soooo long!!

### 80-ADAPTER

There is more. I saw the long promised 80-column adapter being demonstrated. It looked very, very good. But, of course it was displaying text on a monochromatic monitor. The adapter was driven through the No. 1 joystick port. This is a good arrangement for the XL's and the XE's, but may be a little inconvenient for the old 800 users. The adapter is about the size of the 1030 modem. Be assured, it is a worth-while upgrade.

### NEW COLOR MONITOR

Atari also was displaying a medium resolution color monitor labeled XC1411. The monitor at the show was a prototype and appeared to be Atari's answer to the monitor sold by Commodore. According to the Atari representative I talked to, this monitor is just in the thinking phase and won't be released for sale unless there is a strong response or demand. I hope the retailers attending the C.E.S. as well as all of you MACE members let Atari know that we want our own monitor.

### GAMES AND THINGS

A big surprise was the number of video game machines on display. I believe Atari had about twenty home video machines set up with as many game programs running. The activity around the game area was so heavy, it was impenetrable. therefore, I have no idea what game programs are new. Video game must be a big part of Atari's future plans and it looks like the retailers are

strongly supporting these plans.

There were quite a few vendors present who were supporting the ST's. TIMEWORKS, ARRAKIS ADVANTAG, ABACUS, MICHTRON, COMPUTER FENESTRATIONS and many others. All of these vendors were very busy demonstrating their wares. You would almost have to be rude if you wanted to get your hands on the KB.

#### BAD NEWS

Well, there was some of that stuff called 'bad news'. The MEGA ST was not at the C.E.S. and I was very disappointed. I asked a couple of people why not. I received no real good answer. Looking back, I now wished I had been a little 'pushier' and persisted until I got a good answer.

Looking around the display floor, I was only able to find Commodore, and on Saturday morning, I saw no one standing around.

Now that I am an experienced C.E.S. attendee, I plan to attend again next year. I hope this has been informative.

\*\*\*\*\*

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\*\*\*\* A WIFE'S LETTER \*\*\*\*

To My Darling Husband:

I am sending you this letter in a bogus software company envelope so that you will be sure to read it. Please forgive the deception, but I thought you should know what has been going on at our home since your computer entered our lives two years ago.

The children are doing well. Tommy is seven now and is a bright, handsome boy. He has developed quite an interest in the arts. He drew a family portrait for a school project. All the figures were good, but yours was excellent! The chair and the back of your head are very realistic. You would be very proud of him.

Little Jennifer turned three in July. She looks a lot like you did at that age. She is an attractive child and quite smart. She still remembers that you spent the whole afternoon with us on her birthday. What a grand day for Jen, despite the fact that it was stormy and the electricity was out.

I am also doing well. I went blond about a year ago and was delighted to discover that it really is more fun! Lars... I mean Mr. Swenson, the department head... has taken an interest in my career and has become a good friend to us all. I have discovered that household chores are much easier since I realized that you don't mind being vacuumed but that feather dusting made you sneeze.

The house is in good shape. I had the living room painted last spring. I'm not sure you noticed it. I made sure the painters cut air holes in the drop cloth so you wouldn't be disturbed.

Well, my dear, I must be going. Uncle Lars... Mr. Swenson, I mean... is taking us all on a ski trip and there is packing to do. I have hired a housekeeper to take care of things while

we are away. She'll keep things in order, fill your coffee cup, and bring your meals to your desk, just the way you like it. I hope you and the computer have a lovely time while we are gone. Tommy, Jen and I will think of you often... try to remember us while your disks are booting.

LOVE, MARY

(W.J. Parsons in Diablo Valley PC News, reprinted from the January 1987 KC-NACE Newsletter)

And they say we computer types are a humorless lot! We sure can tell a little joke on ourselves. Show this one to your spouse for a laugh. I'm going to show this to mine right now!

Honey, come see this ... HONEY? HONEY!! Just a minute; I'll be right back ...

Well I'll be darned! She's gone! But the strangest thing ... why would she leave me a note and date it two years ago??? Women! You figure them out, I've got a problem with my printer driver and I'm getting suspicious about my head alignment...

\*\*\*\*\*

IF you haven't reNEWed your MACE membership yet, STOP POKEing around. PEEK into your wallet or checkbook for \$20.00, and PRINT on the handy renewal FORM on the back PAGE. RESTORE our faith in you by mailing your dues to the P.O. Box address, or by paying at the NEXT General Meeting. Please NOTE the date in the upper right hand corner of the mailing label; it is your membership expiration date. SAVE time and possible ERROR by reNEWing now. IF you have alREADY taken care of this POINT, THEN thanks a lot! BYE

# **THE COLLEGE BOARD**

THE COLLEGE BOARD BBS supports three computers; the Atari 8-bit, ST & IBM. By support, I mean; Bulletins (News/Info.), Message and File Areas. The system first went on-line on December 25th, 1986.

The BBS is run on an IBM-PC, with 640K RAM at 8Mhz, and a 20 meg. hard-drive. Enough storage for the five FILE AREAS each computer has, plus other file areas, like; M.A.C.E., M.A.C.E. Journal uploads, Video Production and more. MESSAGE AREAS include; 8-bit, ST, IBM, MIDI, Sysop's (from other boards), Video Production, For Sale!, Text Adventures and more.

Stop by The College Board, located in Livonia, MI.. And DON'T FORGET to log-on in ASCII. Jim Kennedy (Sysop)

**(313) 478-9647  
300/1200 baud  
24 hours**

## MACE FS LABEL DISK

by Don Neff

MACE Disk U65 allows you to make labels using our MACE Print Shop icon disks. And, as if that isn't great by itself, you have your choice of 32 different print types (Fonts). But wait, there's even more. If you find that you aren't satisfied with these fonts, there is a character editor on the disk which will allow you to create your own special font!

### PRINTER

This disk will work with an Epson, Gemini or Frowriter printer. If your printer is a different make, but compatible to one of these, it may work too. Check your printer's instruction book for compatibility information.

### PRIMARY MENU CHOICES

When you boot this disk you will be presented with a menu of the three printer brands and asked to choose one by pressing a console button. Press the console button which corresponds to your brand of printer as indicated in the menu list.

The next screen which you see is the main working screen. This working screen contains a menu of operations which you may choose to do, and a display of the label you are creating. The primary menu choices are:

- Print Label
- New Font
- New Graphic
- Enter Text

Choices are selected by pressing your OPTION button until your choice is highlighted in the menu. Pressing your START button activates the operation which is highlighted. All operations can be cancelled if you change your mind. When the selected operation is complete (or cancelled) the main work screen will

reappear. The display of the label remains visible throughout most of the operations.

### SECONDARY MENU CHOICES

All operations are controlled by making additional menu choices as they are presented on your screen. Also when you want to choose a graphic or a font, the menu will offer you a chance to list the directory of the fonts on this disk, or the icons on a MACE Print Shop disk. The menus give you total control of the variables as you create your labels.

There are three variables in each label: the graphic, the font, and the text. You can change any of these variables at any time without affecting the other two. You may also print text without a graphic or a graphic without any text on your label.

### LABEL TYPE

The program is designed to print on 3 1/2 inch by 15/16 inch labels (Avery #4145 or equivalent for instance) and must be partially rewritten if you want to use a different size label. The program will ask how many labels you want to have printed and then print that amount for you.

There is no need to waste labels by printing samples. An accurate image of the label you are creating remains on display at the top of your screen through most of the operations. This display image is about twice the size of the actual label. The image reflects all changes as you make them.

### FONTS

When you boot the disk it uses the internal font in your Atari computer. You may change to a different font from this disk at any time before or after typing in your text. I prefer to cycle through the different fonts after I've

# MICHIGAN ATARI COMPUTER ENTHUSIASTS CONSTITUTION

Adopted September 15, 1981. Amended on May 17, 1984, July 16, 1985 and October 21, 1986.

## \*\* PURPOSE OF ORGANIZATION \*\*

It shall be the purpose of the Michigan Atari Computer Enthusiasts (hereafter called MACE, or the Club) to promote an interexchange of ideas and information concerning ATARI personal computers.

## A. MEMBERSHIP AND DUES

There shall be no requirements for membership in MACE other than an active interest in ATARI computers.

The Club, by a (simple) majority vote of those members present at a general membership meeting, may levy upon the entire membership such dues or assessments as shall be deemed necessary for the conduct of the Club's business. Every member must pay these assessments when due, in order to retain all of the rights and privileges of membership in MACE.

Since MACE membership includes all immediate family members, all references to voting in this Constitution allow for ONE vote per membership.

## B. ORGANIZATION AND PROCEDURES

Section 1: The Executive Board (E.B.) shall be the chief administrative body of MACE.

### A. Voting E.B. members shall be:

1. President
2. Vice President
3. Corresponding Secretary
4. Recording Secretary
5. Treasurer
6. Journal Editor
7. Meeting Coordinator
8. Disk Librarian
9. Membership Chairman
10. Convention Manager

### B. Members ex-officio shall be:

1. The chairperson of any committee
2. Members of the previous year's Board

C. Each voting member of the E.B. shall have one vote. The E.B. shall determine its own rules and procedures.

Section 2: The E.B. shall organize, plan and administer Club activities. The E.B. shall carry out the business of the Club between monthly general membership meetings. Decisions made by the E.B. can be over-ruled by a (simple) majority vote, of those members present at a general membership meeting.

Section 3: The President and/or Treasurer may authorize expenditures of Club money up to \$100 per month. The E.B. as a whole, may authorize individual expenditures of up to \$500 per month. Any expenditures of Club funds above \$500 in any month, must be authorized by a majority vote of the membership attending a monthly general meeting. Exceptions to the above rule are the costs of printing and mailing the Journal and the paying of the rental for the general meeting hall.

Section 4: The Club, by a (simple) majority vote of those members present at any general membership meeting, may establish provisional or standing committees to expedite the management of Club activities. Each committee shall determine its own rules of procedure and membership, govern its own affairs and activities, and elect a chairperson and other officials as deemed necessary.

Section 5: All proceedings, not covered in this constitution or bylaws, shall be governed by the latest edition of Roberts Rules of Order. The Executive Board shall determine all questions of constitutionality arising within the Club, and interpret all unclear clauses of this constitution, bylaws, and all Club resolutions.

Section 6: Announcement of a required vote or an election shall be printed in the Journal at least one month prior to the general meeting.

#### C. ELECTION OF OFFICERS

Section 1: The elected officers of MACE shall be:

1. President
2. Vice-President
3. Corresponding Secretary
4. Recording Secretary
5. Treasurer
6. Journal Editor
7. Meeting Coordinator
8. Disk Librarian
9. Membership Chairman
10. Convention Manager

Section 2: Officers shall be elected for a term of one year, by a ballot of those members present at the September general membership meeting. For purposes of these elections, a quorum will be those members present, with paid memberships.

Section 3: All M.A.C.E. officers shall be at least 18 years of age when elected to office. [Officers often sign contracts for M.A.C.E. and one must be 18 years of age to do so in Michigan.]

Nominations shall be open to all MACE members. In all elections, winners shall be determined by simple majority. If there is no winner on the first ballot, the name of the candidate with the least number of votes shall be withdrawn, and a second ballot is taken. This process shall be repeated until one candidate achieves a simple majority of the vote.

Vacancies occurring between elections shall be filled by special election, to be held at the first meeting following the creation of the vacancy (where there is a candidate for the vacant position).

#### D. DUTIES OF OFFICERS

The President shall preside at all general membership meetings, and conduct them according to the rules adopted. The President shall enforce observance of the Constitution and Bylaws, and perform the customary duties of the office, as stated in the latest edition of Roberts Rules of

Order.

The Vice-President shall assume the duties of the President, in the absence of the latter, and shall be an ex-officio member of all committees and coordinate inter-committee activities. In addition, the Vice-President shall function as Advertising Manager of the Journal.

The Corresponding Secretary shall be responsible for conducting Club business via the mails. He/She shall carry on all Club correspondence, and be responsible for the preparation of documents on the Club's behalf. He/She shall function as chief communications officer, and shall be responsible for picking up and distributing the mail from the Club P.O. Box.

The Recording Secretary shall keep a record of the proceedings of the Club. His/Her minutes shall be submitted to the membership for approval at each succeeding general meeting.

The Treasurer shall carry out the Club's financial duties, and keep an accurate account of each transaction, and of the Club's current financial status, as well as, assist in the process of corporate financial reporting.

The Journal Editor shall be responsible for the production of the monthly newsletter, and any other Club publication. (The Vice-President shall act as Advertising Manager for the Journal.)

The Meeting Coordinator shall be responsible for seeing that a suitable meeting place is available for the general membership meetings, for planning and organizing the programs for these meetings, and for seeing that sufficient tables and chairs are available each month.

The Disk Librarian shall be responsible for maintaining the Public Domain disk library and related documentation, as well as, copying and distributing library disks. He/She shall sell these disks to MACE members ONLY.

The Membership Chairman shall be

(concluded from page 22)

written the text so that I can see the actual effect. The program uses only upper case letters meaning that all your text will be in capital letters. Many of the fonts on this disk will appear to be the same unless you press your CONTROL key along with the appropriate letter key. The Math font and the Chemical font are two examples of this. Using the CONTROL key with a letter key in either of these special fonts will provide you with special Math or Chemistry symbols. Similarly, some of the foreign language fonts use familiar letters until you press the CONTROL key to access the special letters of that particular language. The Russian font is an example of that. Still, others, such as Greek, have only the Greek alphabet available. Hiero is an exception to everything - it is all Hieroglyphics!

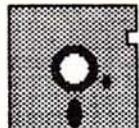
If you want to create your own special font you may do so by loading the program CHAREDIT.EXE from this disk with DOS option L. This program allows you to modify or create a character set to fit your needs and then save the set on this disk.

This disk is new to our library, but the files on it are not. In fact, some of the files I used on this disk have been in the MACE library since 1981. This is an example of rearranging your old files to create new, powerful tools without spending lots of money. "Power without the Price" from MACE.

\*\*\*\*\*

The MACE CATALOG DISK contains listings of all of the current library disks. You can view these listings on your Monitor Screen or Print them on your Printer. Updates for this disk will be provided for free through the MACE Library and BBS's.

\*\*\*\*\*



(constitution concluded)

responsible for keeping accurate records of who the Club's members are, when their memberships expire and other member data. He/She shall also print the mailing labels for each month's general membership meeting.

Convention Manager: He/she shall be responsible for coordinating all activities necessary for the planning and holding of any M.A.C.E. sponsored conventions (ie. TARICON). He/she will be chairperson for a Convention SIG, that would handle all matters concerning said conventions.

Since M.A.C.E. does not sponsor such events on a yearly basis, this officer position would only exist after the membership has voted to sponsor the event. The office of Convention Manager would be removed from the board of directors 60 days following the completion of a convention.

#### E. AMENDMENT OF CONSTITUTION

This constitution may be amended by a vote of 2/3 of the members present at a general membership meeting.

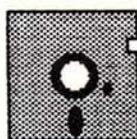
#### F. UNMENTIONED POWERS

All powers, privileges, rights and duties not otherwise delegated by this constitution, shall be reserved for the general membership of this Club.

#### G. OFFICER COMPENSATION

M.A.C.E. officers shall be compensated by the renewal of their M.A.C.E. membership, during their term of office. When it is time for their membership renewal, their membership will be extended for one additional year at no charge.

Any officer not serving a full year, will receive free membership equal to the number of month's serve(d) as an officer.



## OSS SPECIAL OFFER TO USER GROUP MEMBERS ONLY

Optimized Systems Software, Inc. (OSS, Inc.) will be discontinuing the "MAC/65" cartridge (a powerful Macro Assembler for 8-bit ATARI computers) effective August 1st, 1987, due to the expiration of their distribution rights. The absolute last day that "MAC/65" will be shipped out of OSS, Inc. is July 31st, 1987. As a result, OSS is making a SPECIAL OFFER to all ATARI User Group members. OSS will sell directly to a member, "MAC/65" & "The MAC/65 ToolKit" for \$45.00 plus \$3.00 shipping/handling (California residents must add 7% sales tax). The actual combined retail price for these 2 packages was \$108.95. Your cost of \$45.00 represents a 58% savings from the suggested retail price.

To order your copy of "MAC/65" & "The MAC/65 ToolKit", send a check, money order, VISA or MasterCard Number (with expiration date) and a photo copy of your proof of User Group membership to:

Optimized Systems Software, Inc.  
1221-B Kentwood Ave.  
San Jose, CA 95129

All orders must be received by July 31st, 1987. Any orders received after this date will be returned.

\*\*\*\*\*

If you want smooth scrolling action in Graphics 0 (the power-up default mode) try this :

POKE 622,255 : GR.0 <RETURN>

\*\*\*\*\*

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Would you like more information? Write to our P.O. Box and we will mail you a M.A.C.E. Fact Sheet.

MACE MACE

### MACE POLICY STATEMENT

MACE meetings are open to "Member Families" ONLY. Membership dues are \$20.00 per year, for all family members living at the same address. A special "Guest Membership" is available for \$2.00 per family and is good for ONE MEETING ONLY! "Guest Members" will receive one copy of the current MACE Journal but will NOT be allowed to purchase diskettes from our Public Domain libraries.

If a "Guest Member" decides to join MACE, we will deduct \$2.00 from the \$20.00 membership fee, upon being shown a MACE Journal with "GUEST MEMBER" stamped on it. Also, any member of another computer User Group (not just ATARIs), will be admitted to our monthly General Meeting at no charge. If these guests wish a copy of our Journal, they will have to pay the cover price.

**M.A.C.E.**  
P.O Box 2785  
Southfield, MI 48037

\$20.00\* FOR A ONE YEAR MEMBERSHIP  
(\*Payable to M.A.C.E.)

### **M.A.C.E. MEMBERSHIP APPLICATION**

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Street \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_ Zip Code \_\_\_\_\_  
Company (if applicable) \_\_\_\_\_  
System Description \_\_\_\_\_ Disk/Tape \_\_\_\_\_  
Suggestions \_\_\_\_\_  
I can help with ... \_\_\_\_\_

( ) New ( ) Renewal

If a Renewal:

MACE # \_\_\_\_\_

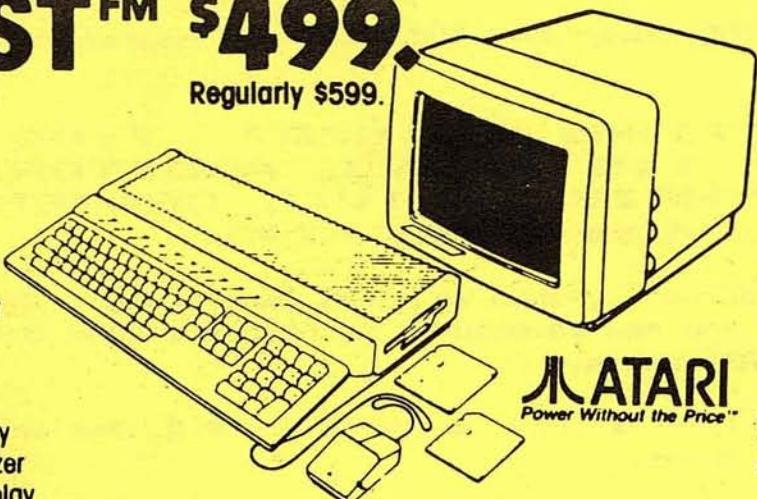
Date \_\_\_\_\_ Coupon \_\_\_\_\_  
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- RGB/mono port
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- Hard disk port
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Regularly \$599.



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Power Without the Price™

- More powerful than a PC-XT
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- 1 year membership in our software rental club
- 1 year membership in our disk-a-month club, stuffed with public domain software
- FREE weekly seminar demonstrating the latest Atari related products
- FREE access to our on-line bulletin board service and data base

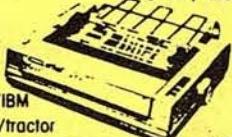
Panasonic Dot Matrix Printer

KXP-1080I \$199

Regularly \$259

KXP-1091I \$249

Regularly \$289



Print speed (cps)

KXP-1080I Draft 120

Print speed (cps)

KXP-1091I Draft 160

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NLQ mode • Friction/tractor

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Classes now available for the ST and PC/XT

Learn how to use programs such as:

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Yes, I am interested in the following FREE Business Seminars:

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Yes, I am interested in the FREE Introductory Classes.

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Address \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone \_\_\_\_\_ Computer type \_\_\_\_\_

Seminar name \_\_\_\_\_

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Wednesday, July 8th • Westland Location

Call to Register

FREE SEMINARS FREE SEMINARS FREE SEMINARS

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This Business Management Class will save you more than your original investment and save invaluable time! Choose from Accounting, Word Processing or Desktop Publishing for business. Classes are held at the Westland location. Call for dates and times. Use the coupon to register and you are eligible for a FREE BONUS SPECIAL!



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Southfield, MI 48037

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